

Bad Word Filter PRO

Hearing is understanding



API

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

Classes

- class [ExtensionMethods](#)
Various extension methods.

4.2 Crosstales.BWF Namespace Reference

Classes

- class [BWFManager](#)
BWF is a multi-manager for all available managers.

4.3 Crosstales.BWF.Data Namespace Reference

Classes

- class [Source](#)
Data definition of a source.

4.4 Crosstales.BWF.Demo Namespace Reference

Classes

- class [GUIMain](#)
Main GUI controller.
- class [GUISource](#)
Generates a scrollable list of sources.
- class [SourceEntry](#)
Wrapper for sources.

4.5 Crosstales.BWF.EditorExtension Namespace Reference

Classes

- class [BadWordManagerEditor](#)
Custom editor for the 'BadWordManager'-class.
- class [BadWordProviderTextEditor](#)
Custom editor for the 'BadWordProviderText'-class.
- class [BaseProviderEditor](#)
Base-class for custom editors of children of the 'BaseProvider'-class.
- class [BWFManagerEditor](#)
Custom editor for the 'BWFManager'-class.
- class [CapitalizationManagerEditor](#)
Custom editor for the 'CapitalizationManager'-class.
- class [DomainManagerEditor](#)
Custom editor for the 'DomainManager'-class.
- class [DomainProviderTextEditor](#)
Custom editor for the 'DomainProviderText'-class.
- class [PunctuationManagerEditor](#)
Custom editor for the 'PunctuationManager'-class.

4.6 Crosstales.BWF.EditorIntegration Namespace Reference

Classes

- class [BWFGameObject](#)
Editor component for the "Hierarchy"-menu.
- class [BWFMenu](#)
Editor component for the "Tools"-menu.
- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.

4.7 Crosstales.BWF.EditorTask Namespace Reference

Classes

- class [AAAConfigLoader](#)
Loads the configuration at startup.
- class [AutoInitialize](#)
Automatically adds the necessary BWF-prefabs to the current scene.
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.
- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_PRO,
UPDATE_VERSION, DEPRECATED, V2019 }

All possible update stati.

4.7.1 Enumeration Type Documentation

4.7.1.1 UpdateStatus

enum [Crosstales.BWF.EditorTask.UpdateStatus](#) [strong]

All possible update stati.

4.8 Crosstales.BWF.EditorUtil Namespace Reference

Classes

- class [EditorConfig](#)
Editor configuration for the asset.
- class [EditorConstants](#)
Collected editor constants of very general utility for the asset.
- class [EditorHelper](#)
Editor helper class.

4.9 Crosstales.BWF.Filter Namespace Reference

Classes

- class [BadWordFilter](#)
Filter for bad words. The class can also replace all bad words inside a string.
- class [BaseFilter](#)
Base class for all filters.
- class [CapitalizationFilter](#)
Filter for excessive capitalization. The class can also replace all capitalizations inside a string.
- class [DomainFilter](#)
Filter for domains. The class can also replace all domains inside a string.
- interface [IFilter](#)
Interface for all filters.
- class [PunctuationFilter](#)
Filter for excessive punctuation. The class can also replace all punctuations inside a string.

4.10 Crosstales.BWF.Manager Namespace Reference

Classes

- class [BadWordManager](#)
Manager for bad words.
- class [BaseManager](#)
Base class for all managers.
- class [CapitalizationManager](#)
Manager for excessive capitalization.
- class [DomainManager](#)
Manager for domains.
- class [PunctuationManager](#)
Manager for excessive punctuation.

4.11 Crosstales.BWF.Model Namespace Reference

Classes

- class [BadWords](#)
Model for a source of bad words.
- class [Domains](#)
Model for a source of domains.

Enumerations

- enum [ManagerMask](#) {
 None = 0, **All** = 1, **BadWord** = 2, **Domain** = 4,
 Capitalization = 8, **Punctuation** = 16 }
Enum for all available managers.

4.11.1 Enumeration Type Documentation

4.11.1.1 ManagerMask

enum [Crosstales.BWF.Model.ManagerMask](#) [strong]

Enum for all available managers.

4.12 Crosstales.BWF.PlayMaker Namespace Reference

Classes

- class [BaseBWFEditor](#)
Base-class for custom editors.
- class [ContainsEditor](#)
Custom editor for the ContainsString-action.
- class [MarkStringEditor](#)
Custom editor for the MarkString-action.
- class [MarkUIEditor](#)
Custom editor for the MarkUI-action.
- class [ReplaceStringEditor](#)
Custom editor for the ReplaceString-action.
- class [ReplaceUIEditor](#)
Custom editor for the ReplaceUI-action.

4.13 Crosstales.BWF.Provider Namespace Reference

Classes

- class [BadWordProvider](#)
Base class for bad word providers.
- class [BadWordProviderText](#)
Text-file based bad word provider.
- class [BaseProvider](#)
Base class for all providers.
- class [DomainProvider](#)
Base class for domain providers.
- class [DomainProviderText](#)
Text-file based domain provider.
- interface [IProvider](#)
Interface for all providers.

4.14 Crosstales.BWF.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [Helper](#)
Various helper functions.

4.15 Crosstales.Common Namespace Reference

4.16 Crosstales.Common.EditorTask Namespace Reference

Classes

- class [BaseCompileDefines](#)
Base for adding and removing the given symbols to PlayerSettings compiler define symbols.
- class [BaseSetupResources](#)
Base for copying all resources to 'Editor Default Resources'.
- class [NYCheck](#)
Checks if a 'Happy new year'-message must be displayed.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.

4.17 Crosstales.Common.EditorUtil Namespace Reference

Classes

- class [BaseEditorHelper](#)
Base for various Editor helper functions.

4.18 Crosstales.Common.Model Namespace Reference

4.19 Crosstales.Common.Model.Enum Namespace Reference

Enumerations

- enum [Platform](#) {
 Windows, OSX, Linux, IOS,
 Android, WSA, Web, Unsupported,
 MaryTTS }
All available platforms.
- enum [SampleRate](#) {
 _**8000Hz** = 8000, _**11025Hz** = 11025, _**22050Hz** = 22050, _**44100Hz** = 44100,
 _**48000Hz** = 48000 }
Typical audio sample rates.

4.19.1 Enumeration Type Documentation

4.19.1.1 Platform

enum [Crosstales.Common.Model.Enum.Platform](#) [strong]

All available platforms.

4.19.1.2 SampleRate

enum [Crosstales.Common.Model.Enum.SampleRate](#) [strong]

Typical audio sample rates.

4.20 Crosstales.Common.Util Namespace Reference

Classes

- class [BackgroundController](#)
Enables or disable game objects on Android or iOS in the background.
- class [BaseConstants](#)
Base for collected constants of very general utility for the asset.
- class [BaseHelper](#)
Base for various helper functions.
- class [CTPlayerPrefs](#)
Wrapper for the PlayerPrefs.
- class [CTProcess](#)
Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).
- class [CTProcessStartInfo](#)
Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).
- class [CTWebClient](#)
Specialized WebClient.
- class [FFTAalyzer](#)
FFT analyzer for an audio channel.
- class [FreeCam](#)
A simple free camera to be added to a Unity game object.
- class **NativeMethods**
Native methods (bridge to Windows).
- class [PlatformController](#)
Enables or disable game objects for a given platform.
- class [RandomColor](#)
Random color changer.
- class [RandomRotator](#)
Random rotation changer.
- class [RandomScaler](#)
Random scale changer.
- class [SerializableDictionary](#)

- class [SerializeDeSerialize](#)
Serializable Dictionary-class for XML.
- class [SerializeDeSerialize](#)
Serialize and deserialize objects to/from binary files.
- class [SpectrumVisualizer](#)
Simple spectrum visualizer.
- class [SurviveSceneSwitch](#)
Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.
- class [TakeScreenshot](#)
Take screen shots inside an application.
- class [XmlHelper](#)
Helper-class for XML.

4.21 Crosstales.UI Namespace Reference

Classes

- class [Social](#)
Crosstales social media links.
- class [StaticManager](#)
Static Button Manager.
- class [UIDrag](#)
Allow to Drag the Windows around.
- class [UIFocus](#)
Change the Focus on from a Window.
- class [UIHint](#)
Controls a UI group (hint).
- class [UIResize](#)
Resize a UI element.
- class [UIWindowManager](#)
Change the state of all Window panels.
- class [WindowManager](#)
Manager for a Window.

4.22 Crosstales.UI.Util Namespace Reference

Classes

- class [AudioFilterController](#)
Controller for audio filters.
- class [AudioSourceController](#)
Controller for AudioSources.
- class [FPSDisplay](#)
Simple FPS-Counter.
- class [ScrollRectHandler](#)
Changes the sensitivity of ScrollRects under various platforms.

4.23 HutongGames Namespace Reference

4.24 HutongGames.PlayMaker Namespace Reference

4.25 HutongGames.PlayMaker.Actions Namespace Reference

Classes

- class [BaseBWFAction](#)
Base class for BWF-actions in [PlayMaker](#).
- class [BaseBWFActionString](#)
Base class for BWF-String-actions in [PlayMaker](#).
- class [BaseBWFActionUI](#)
Base class for BWF-UI-actions in [PlayMaker](#).
- class [ContainsString](#)
Contains-action for strings in [PlayMaker](#).
- class [MarkString](#)
Mark-action for strings in [PlayMaker](#).
- class [MarkUI](#)
Mark-action for UI-elements in [PlayMaker](#).
- class [ReplaceString](#)
Replace-action for strings in [PlayMaker](#).
- class [ReplaceUI](#)
Replace-action for UI-elements in [PlayMaker](#).

Chapter 5

Class Documentation

5.1 Crosstales.BWF.EditorTask.AAAConfigLoader Class Reference

Loads the configuration at startup.

5.1.1 Detailed Description

Loads the configuration at startup.

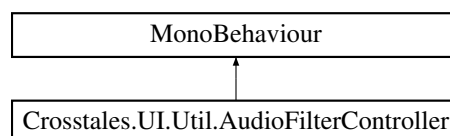
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Task/AAAConfigLoader.cs](#)

5.2 Crosstales.UI.Util.AudioFilterController Class Reference

Controller for audio filters.

Inheritance diagram for Crosstales.UI.Util.AudioFilterController:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **FindAllAudioFilters** ()
Finds all audio filters in the scene.
- void **ResetAudioFilters** ()
Resets all audio filters.
- void **ReverbFilterDropdownChanged** (System.Int32 index)
- void **ChorusFilterEnabled** (bool isEnabled)
- void **EchoFilterEnabled** (bool isEnabled)
- void **DistortionFilterEnabled** (bool isEnabled)
- void **DistortionFilterChanged** (float value)
- void **LowPassFilterEnabled** (bool isEnabled)
- void **LowPassFilterChanged** (float value)
- void **HighPassFilterEnabled** (bool isEnabled)
- void **HighPassFilterChanged** (float value)

Public Attributes

- bool **FindAllAudioFiltersOnStart** = true
Searches for all audio filters in the whole scene (default: true).
- AudioReverbFilter[] **ReverbFilters**
- AudioChorusFilter[] **ChorusFilters**
- AudioEchoFilter[] **EchoFilters**
- AudioDistortionFilter[] **DistortionFilters**
- AudioLowPassFilter[] **LowPassFilters**
- AudioHighPassFilter[] **HighPassFilters**
- bool **ResetAudioFiltersOnStart** = true
- bool **ChorusFilter** = false
- bool **EchoFilter** = false
- bool **DistortionFilter** = false
- float **DistortionFilterValue** = 0.5f
- bool **LowpassFilter** = false
- float **LowpassFilterValue** = 5000f
- bool **HighpassFilter** = false
- float **HighpassFilterValue** = 5000f
- Dropdown **ReverbFilterDropdown**
- Text **DistortionText**
- Text **LowpassText**
- Text **HighpassText**

5.2.1 Detailed Description

Controller for audio filters.

5.2.2 Member Function Documentation

5.2.2.1 FindAllAudioFilters()

```
void Crosstales.UI.Util.AudioFilterController.FindAllAudioFilters ( )
```

Finds all audio filters in the scene.

5.2.2.2 ResetAudioFilters()

```
void Crosstales.UI.Util.AudioFilterController.ResetAudioFilters ( )
```

Resets all audio filters.

5.2.3 Member Data Documentation

5.2.3.1 FindAllAudioFiltersOnStart

```
bool Crosstales.UI.Util.AudioFilterController.FindAllAudioFiltersOnStart = true
```

Searches for all audio filters in the whole scene (default: true).

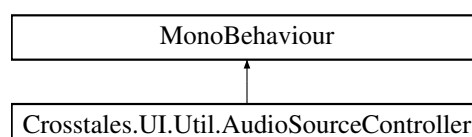
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Util/AudioFilterController.cs

5.3 Crosstales.UI.Util.AudioSourceController Class Reference

Controller for AudioSources.

Inheritance diagram for Crosstales.UI.Util.AudioSourceController:



Public Member Functions

- void **Update** ()
- void **FindAllAudioSources** ()
Finds all audio sources in the scene.
- void **ResetAllAudioSources** ()
Resets all audio sources.
- void **MuteEnabled** (bool isEnabled)
- void **LoopEnabled** (bool isEnabled)
- void **VolumeChanged** (float value)
- void **PitchChanged** (float value)
- void **StereoPanChanged** (float value)

Public Attributes

- bool **FindAllAudioSourcesOnStart** = true
Searches for all AudioSource in the whole scene (default: true).
- AudioSource[] **AudioSources**
Active controlled AudioSources.
- bool **ResetAudioSourcesOnStart** = true
Resets all active AudioSources (default: true).
- bool **Mute** = false
Mute on/off (default: false).
- bool **Loop** = false
Loop on/off (default: false).
- float **Volume** = 1f
Volume of the audio (default: 1)
- float **Pitch** = 1f
Pitch of the audio (default: 1).
- float **StereoPan** = 0f
Stereo pan of the audio (default: 0).
- Text **VolumeText**
- Text **PitchText**
- Text **StereoPanText**

5.3.1 Detailed Description

Controller for AudioSources.

5.3.2 Member Function Documentation

5.3.2.1 FindAllAudioSources()

```
void Crosstales.UI.Util.AudioSourceController.FindAllAudioSources ( )
```

Finds all audio sources in the scene.

5.3.2.2 ResetAllAudioSources()

```
void Crosstales.UI.Util.AudioSourceController.ResetAllAudioSources ( )
```

Resets all audio sources.

5.3.3 Member Data Documentation

5.3.3.1 AudioSources

```
AudioSource [ ] Crosstales.UI.Util.AudioSourceController.AudioSources
```

Active controlled AudioSources.

5.3.3.2 FindAllAudioSourcesOnStart

```
bool Crosstales.UI.Util.AudioSourceController.FindAllAudioSourcesOnStart = true
```

Searches for all AudioSource in the whole scene (default: true).

5.3.3.3 Loop

```
bool Crosstales.UI.Util.AudioSourceController.Loop = false
```

Loop on/off (default: false).

5.3.3.4 Mute

```
bool Crosstales.UI.Util.AudioSourceController.Mute = false
```

Mute on/off (default: false).

5.3.3.5 Pitch

```
float Crosstales.UI.Util.AudioSourceController.Pitch = 1f
```

Pitch of the audio (default: 1).

5.3.3.6 ResetAudioSourcesOnStart

```
bool Crosstales.UI.Util.AudioSourceController.ResetAudioSourcesOnStart = true
```

Resets all active AudioSources (default: true).

5.3.3.7 StereoPan

```
float Crosstales.UI.Util.AudioSourceController.StereoPan = 0f
```

Stereo pan of the audio (default: 0).

5.3.3.8 Volume

```
float Crosstales.UI.Util.AudioSourceController.Volume = 1f
```

Volume of the audio (default: 1)

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Util/AudioSourceController.cs

5.4 Crosstales.BWF.EditorTask.AutoInitialize Class Reference

Automatically adds the necessary BWF-prefabs to the current scene.

5.4.1 Detailed Description

Automatically adds the necessary BWF-prefabs to the current scene.

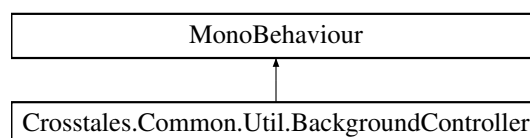
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Task/AutoInitialize.cs

5.5 Crosstales.Common.Util.BackgroundController Class Reference

Enables or disable game objects on Android or iOS in the background.

Inheritance diagram for Crosstales.Common.Util.BackgroundController:



Public Member Functions

- void **Start** ()
- void **FixedUpdate** ()

Public Attributes

- GameObject[] [Objects](#)
Selected objects to disable in the background for the controller.

5.5.1 Detailed Description

Enables or disable game objects on Android or iOS in the background.

5.5.2 Member Data Documentation

5.5.2.1 Objects

```
GameObject [] Crosstales.Common.Util.BackgroundController.Objects
```

Selected objects to disable in the background for the controller.

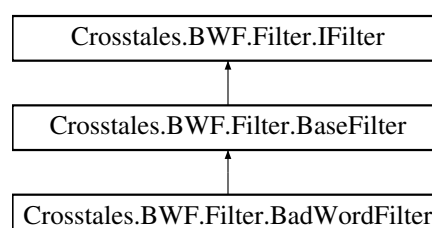
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BackgroundController.cs

5.6 Crosstales.BWF.Filter.BadWordFilter Class Reference

[Filter](#) for bad words. The class can also replace all bad words inside a string.

Inheritance diagram for Crosstales.BWF.Filter.BadWordFilter:



Public Member Functions

- [BadWordFilter](#) (System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderLTR, System.Collections.Generic.List< [Provider.BadWordProvider](#) > badWordProviderRTL, string replace↔ Characters, bool leetSpeak, bool simpleCheck)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Public Attributes

- string [ReplaceCharacters](#)
Replace characters for bad words.
- bool [ReplaceLeetSpeak](#)
Replace Leet speak in the input string.
- bool [SimpleCheck](#)
Use simple detection algorithm.

Protected Member Functions

- string [replaceLeetToText](#) (string input)

Properties

- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#) [get, set]
List of all left-to-right providers.
- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderRTL](#) [get, set]
List of all right-to-left providers.
- override bool [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.6.1 Detailed Description

[Filter](#) for bad words. The class can also replace all bad words inside a string.

5.6.2 Constructor & Destructor Documentation

5.6.2.1 BadWordFilter()

```
Crosstales.BWF.Filter.BadWordFilter.BadWordFilter (
    System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderLTR,
    System.Collections.Generic.List< Provider.BadWordProvider > badWordProviderRTL,
    string replaceCharacters,
    bool leetSpeak,
    bool simpleCheck )
```

Instantiate the class.

Parameters

<i>badWordProviderLTR</i>	List of all left-to-right providers.
<i>badWordProviderRTL</i>	List of all right-to-left providers.
<i>replaceCharacters</i>	Replace characters for bad words.
<i>leetSpeak</i>	Replace Leet speak in the input string.
<i>simpleCheck</i>	Use simple detection algorithm.

5.6.3 Member Function Documentation

5.6.3.1 Contains()

```
override bool Crosstales.BWF.Filter.BadWordFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.BadWordFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.BadWordFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.6.4 Member Data Documentation

5.6.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.BadWordFilter.ReplaceCharacters
```

Replace characters for bad words.

5.6.4.2 ReplaceLeetSpeak

```
bool Crosstales.BWF.Filter.BadWordFilter.ReplaceLeetSpeak
```

Replace Leet speak in the input string.

5.6.4.3 SimpleCheck

```
bool Crosstales.BWF.Filter.BadWordFilter.SimpleCheck
```

Use simple detection algorithm.

5.6.5 Property Documentation

5.6.5.1 BadWordProviderLTR

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWord↔  
Filter.BadWordProviderLTR [get], [set]
```

List of all left-to-right providers.

Returns

All left-to-right providers.

5.6.5.2 BadWordProviderRTL

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Filter.BadWord↔  
Filter.BadWordProviderRTL [get], [set]
```

List of all right-to-left providers.

Returns

All right-to-left providers.

5.6.5.3 isReady

```
override bool Crosstales.BWF.Filter.BadWordFilter.isReady [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

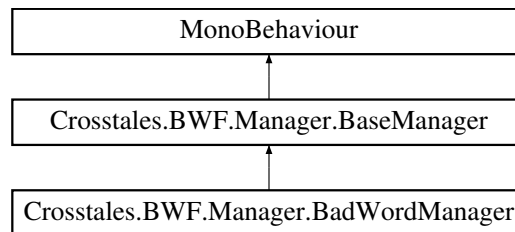
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔
Filter/BadWordFilter.cs

5.7 Crosstales.BWF.Manager.BadWordManager Class Reference

[Manager](#) for for bad words.

Inheritance diagram for Crosstales.BWF.Manager.BadWordManager:



Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void [Reset](#) ()
Resets this object.
- static void [Load](#) ()
Loads the current filter with all settings from this object.
- static bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- static void [ContainsMT](#) (out bool result, string text, params string[] sourceNames)
Searches for bad words in a text (call as thread).
- static System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, string text, params string[] sourceNames)
Searches for bad words in a text (call as thread).
- static string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- static void [ReplaceAllMT](#) (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text (call as thread).
- static string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.
- static string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Public Attributes

- string [ReplaceChars](#) = "*"
*Replace characters for bad words (default: *).*
- bool [ReplaceLeetSpeak](#) = false
Replace Leet speak in the input string (default: false).
- bool [SimpleCheck](#) = false
Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).
- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderLTR](#)
List of all left-to-right providers.
- System.Collections.Generic.List< [Provider.BadWordProvider](#) > [BadWordProviderRTL](#)
List of all right-to-left providers.

Properties

- static string? [ReplaceCharacters](#) [get, set]
Replace characters for bad words.
- static bool [isReplaceLeetSpeak](#) [get, set]
Replace Leet speak in the input string.
- static bool [isSimpleCheck](#) [get, set]
Use simple detection algorithm.
- static bool [isReady](#) [get]
Checks the readiness status of the manager.
- static System.Collections.Generic.List< [Data.Source](#) > [Sources](#) [get]
Returns all sources for the manager.

5.7.1 Detailed Description

[Manager](#) for for bad words.

5.7.2 Member Function Documentation

5.7.2.1 Contains()

```
static bool Crosstales.BWF.Manager.BadWordManager.Contains (
    string text,
    params string[] sourceNames ) [static]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.7.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.BadWordManager.ContainsMT (
    out bool result,
    string text,
    params string[] sourceNames ) [static]
```

Searches for bad words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.7.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.BadWordManager.GetAll (
    string text,
    params string[] sourceNames ) [static]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

5.7.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.BadWordManager.GetAllMT (
    out System.Collections.Generic.List< string > result,
```



```
string text,  
params string[] sourceNames ) [static]
```

Searches for bad words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.7.2.5 Load()

```
static void Crosstales.BWF.Manager.BadWordManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.7.2.6 Mark()

```
static string Crosstales.BWF.Manager.BadWordManager.Mark (  
    string text,  
    bool replace = false,  
    string prefix = "<b><color=red>",  
    string postfix = "</color></b>",  
    params string[] sourceNames ) [static]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

5.7.2.7 ReplaceAll()

```
static string Crosstales.BWF.Manager.BadWordManager.ReplaceAll (  
    string text,
```

```
bool markOnly = false,
string prefix = "",
string postfix = "",
params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.7.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.BadWordManager.ReplaceAllMT (
    out string result,
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: clean text
<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.7.2.9 Reset()

```
static void Crosstales.BWF.Manager.BadWordManager.Reset ( ) [static]
```

Resets this object.

5.7.2.10 Unmark()

```
static string Crosstales.BWF.Manager.BadWordManager.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)

Returns

Text with unmarked bad words

5.7.3 Member Data Documentation

5.7.3.1 BadWordProviderLTR

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWord↵
Manager.BadWordProviderLTR
```

List of all left-to-right providers.

5.7.3.2 BadWordProviderRTL

```
System.Collections.Generic.List<Provider.BadWordProvider> Crosstales.BWF.Manager.BadWord↵
Manager.BadWordProviderRTL
```

List of all right-to-left providers.

5.7.3.3 ReplaceChars

```
string Crosstales.BWF.Manager.BadWordManager.ReplaceChars = "*"
```

Replace characters for bad words (default: *).

5.7.3.4 ReplaceLeetSpeak

```
bool Crosstales.BWF.Manager.BadWordManager.ReplaceLeetSpeak = false
```

Replace Leet speak in the input string (default: false).

5.7.3.5 SimpleCheck

```
bool Crosstales.BWF.Manager.BadWordManager.SimpleCheck = false
```

Use simple detection algorithm. This is the way to check for Chinese, Japanese, Korean and Thai bad words (default: false).

5.7.4 Property Documentation

5.7.4.1 isReady

```
bool Crosstales.BWF.Manager.BadWordManager.isReady [static], [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.7.4.2 isReplaceLeetSpeak

```
bool Crosstales.BWF.Manager.BadWordManager.isReplaceLeetSpeak [static], [get], [set]
```

Replace Leet speak in the input string.

5.7.4.3 isSimpleCheck

```
bool Crosstales.BWF.Manager.BadWordManager.isSimpleCheck [static], [get], [set]
```

Use simple detection algorithm.

5.7.4.4 ReplaceCharacters

string? Crosstales.BWF.Manager.BadWordManager.ReplaceCharacters [static], [get], [set]

Replace characters for bad words.

5.7.4.5 Sources

System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.BadWordManager.Sources [static], [get]

Returns all sources for the manager.

Returns

List with all sources for the manager

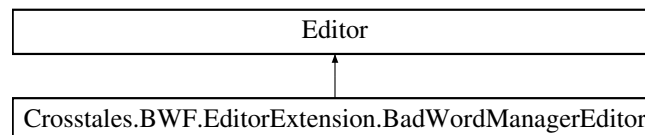
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Manager/BadWordManager.cs

5.8 Crosstales.BWF.EditorExtension.BadWordManagerEditor Class Reference

Custom editor for the 'BadWordManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.8.1 Detailed Description

Custom editor for the 'BadWordManager'-class.

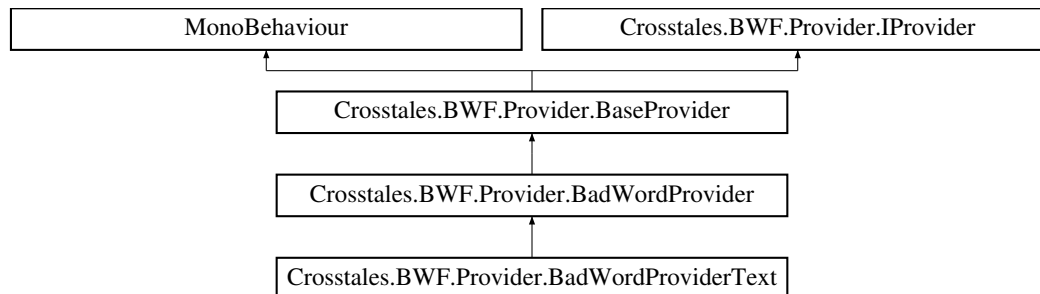
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Extension/BadWordManagerEditor.cs

5.9 Crosstales.BWF.Provider.BadWordProvider Class Reference

Base class for bad word providers.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProvider:



Public Member Functions

- override void [Load](#) ()
Loads all sources.

Protected Member Functions

- override void [init](#) ()
Initialize the provider.

Protected Attributes

- readonly System.Collections.Generic.List< [Model.BadWords](#) > **badwords** = new System.Collections.Generic.List<[Model.BadWords](#)>()

Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > [ExactBadwordsRegex](#) [get, protected set]
Exact RegEx for bad words.
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > > [DebugExactBadwordsRegex](#) [get, protected set]
Debug-version of "Exact RegEx for bad words".
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< string > > [SimpleBadwords](#) [get, protected set]
Simplified version of "RegEx for bad words".

Additional Inherited Members

5.9.1 Detailed Description

Base class for bad word providers.

5.9.2 Member Function Documentation

5.9.2.1 init()

```
override void Crosstales.BWF.Provider.BadWordProvider.init ( ) [protected], [virtual]
```

Initialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

5.9.2.2 Load()

```
override void Crosstales.BWF.Provider.BadWordProvider.Load ( ) [virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.BadWordProviderText](#).

5.9.3 Property Documentation

5.9.3.1 DebugExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex> > Crosstales.BWF.Provider.BadWordProvider.DebugExactBadwordsRegex [get], [protected set]
```

Debug-version of "Exact RegEx for bad words".

5.9.3.2 ExactBadwordsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.BadWordProvider.ExactBadwordsRegex [get], [protected set]
```

Exact RegEx for bad words.

5.9.3.3 SimpleBadwords

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<string> > Crosstales.BWF.Provider.BadWordProvider.SimpleBadwords [get], [protected set]
```

Simplified version of "RegEx for bad words".

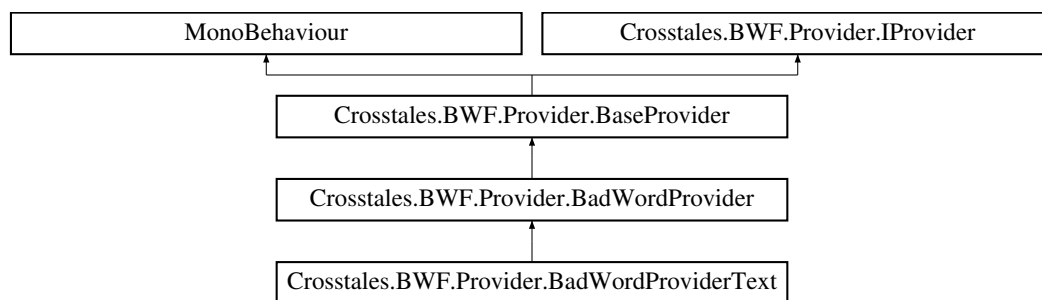
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/BadWordProvider.cs

5.10 Crosstales.BWF.Provider.BadWordProviderText Class Reference

Text-file based bad word provider.

Inheritance diagram for Crosstales.BWF.Provider.BadWordProviderText:



Public Member Functions

- override void [Load](#) ()
Loads all sources.
- override void [Save](#) ()
Saves all sources.

Additional Inherited Members

5.10.1 Detailed Description

Text-file based bad word provider.

5.10.2 Member Function Documentation

5.10.2.1 Load()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Load ( ) [virtual]
```

Loads all sources.

Reimplemented from [Crosstales.BWF.Provider.BadWordProvider](#).

5.10.2.2 Save()

```
override void Crosstales.BWF.Provider.BadWordProviderText.Save ( ) [virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

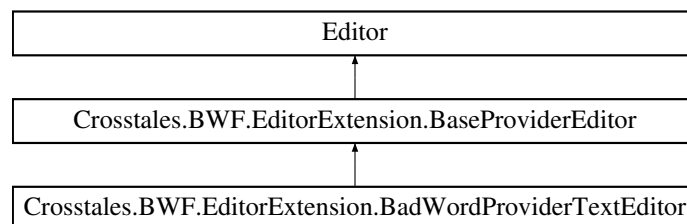
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Provider/BadWordProviderText.cs

5.11 Crosstales.BWF.EditorExtension.BadWordProviderTextEditor Class Reference

Custom editor for the 'BadWordProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BadWordProviderTextEditor:



Additional Inherited Members

5.11.1 Detailed Description

Custom editor for the 'BadWordProviderText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Extension/BadWordProviderTextEditor.cs

5.12 Crosstales.BWF.Model.BadWords Class Reference

[Model](#) for a source of bad words.

Public Member Functions

- [BadWords](#) ([Data.Source](#) source, System.Collections.Generic.IEnumerable< string > badWordList)
Instantiate the class.
- override string **ToString** ()

Public Attributes

- [Data.Source](#) Source
Source-object.
- System.Collections.Generic.List< string > [BadWordList](#) = new System.Collections.Generic.List<string>()
List of all bad words (RegEx).

5.12.1 Detailed Description

[Model](#) for a source of bad words.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 BadWords()

```
Crosstales.BWF.Model.BadWords.BadWords (
    Data.Source source,
    System.Collections.Generic.IEnumerable< string > badWordList )
```

Instantiate the class.

Parameters

<i>source</i>	Source-object.
<i>badWordList</i>	List of all bad words (RegEx).

5.12.3 Member Data Documentation

5.12.3.1 BadWordList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.BadWords.BadWordList = new System.Collections.Generic.List<string>()
```

List of all bad words (RegEx).

5.12.3.2 Source

```
Data.Source Crosstales.BWF.Model.BadWords.Source
```

Source-object.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Model/BadWords.cs

5.13 HutongGames.PlayMaker.Actions.BaseBWFAction Class Reference

Base class for BWF-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFAction:



Public Member Functions

- override void **OnUpdate** ()

Public Attributes

- FsmEvent **sendEvent**
- [Crosstales.BWF.Model.ManagerMask Filter](#) = Crosstales.BWF.Model.ManagerMask.All
Select the active filter (default: 'All').
- FsmArray [Sources](#)
Relevant sources (e.g. 'english', optional).
- FsmBool [EndlessFilter](#) = false
Enable EndlessFilter-mode (default: false).
- FsmFloat [EndlessFilterUpdateTime](#) = 1f
Defines the update time in EndlessFilter-mode in seconds (default: 1).

Protected Attributes

- float **endlessFilterUpdateTimer** = 0f

5.13.1 Detailed Description

Base class for BWF-actions in [PlayMaker](#).

5.13.2 Member Data Documentation

5.13.2.1 EndlessFilter

```
FsmBool HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilter = false
```

Enable EndlessFilter-mode (default: false).

5.13.2.2 EndlessFilterUpdateTime

```
FsmFloat HutongGames.PlayMaker.Actions.BaseBWFAction.EndlessFilterUpdateTime = 1f
```

Defines the update time in EndlessFilter-mode in seconds (default: 1).

5.13.2.3 Filter

```
Crosstales.BWF.Model.ManagerMask HutongGames.PlayMaker.Actions.BaseBWFAction.Filter = Crosstales.BWF.Model.ManagerMask.All
```

Select the active filter (default: 'All').

5.13.2.4 Sources

```
FsmArray HutongGames.PlayMaker.Actions.BaseBWFAction.Sources
```

Relevant sources (e.g. 'english', optional).

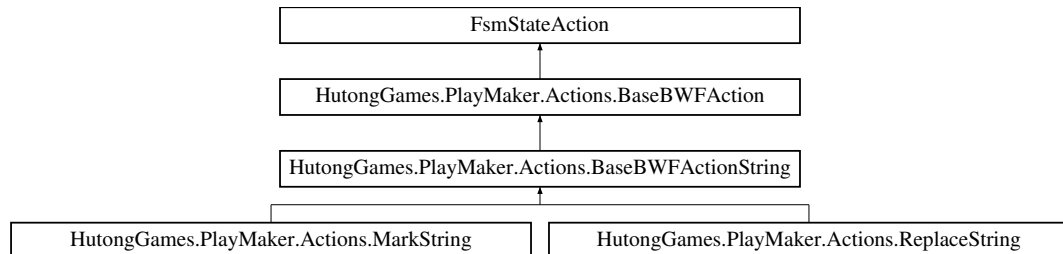
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFAction.cs

5.14 HutongGames.PlayMaker.Actions.BaseBWFActionString Class Reference

Base class for BWF-String-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionString:



Public Attributes

- FsmString [Text](#)
Input string for validation.
- FsmString [OutputText](#)
Output string of the validation (output).

Additional Inherited Members

5.14.1 Detailed Description

Base class for BWF-String-actions in [PlayMaker](#).

5.14.2 Member Data Documentation

5.14.2.1 OutputText

FsmString `HutongGames.PlayMaker.Actions.BaseBWFActionString.OutputText`

Output string of the validation (output).

5.14.2.2 Text

FsmString `HutongGames.PlayMaker.Actions.BaseBWFActionString.Text`

Input string for validation.

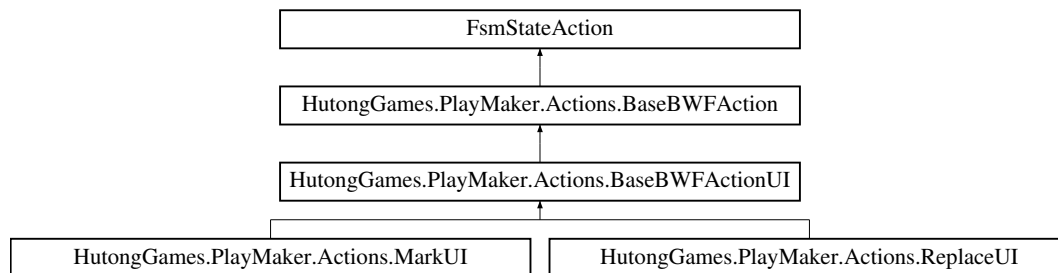
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionString.cs`

5.15 HutongGames.PlayMaker.Actions.BaseBWFActionUI Class Reference

Base class for BWF-UI-actions in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.BaseBWFActionUI:



Public Attributes

- InputField [Text](#)
Input field for validation.
- [Text](#) OutputText
Output field of the validation (output).

Additional Inherited Members

5.15.1 Detailed Description

Base class for BWF-UI-actions in [PlayMaker](#).

5.15.2 Member Data Documentation

5.15.2.1 OutputText

[Text](#) `HutongGames.PlayMaker.Actions.BaseBWFActionUI.OutputText`

Output field of the validation (output).

5.15.2.2 Text

`InputField HutongGames.PlayMaker.Actions.BaseBWFActionUI.Text`

Input field for validation.

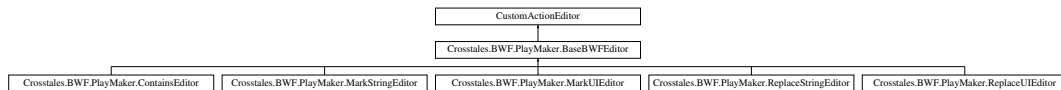
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/BaseBWFActionUI.cs`

5.16 Crosstales.BWF.PlayMaker.BaseBWFEitor Class Reference

Base-class for custom editors.

Inheritance diagram for `Crosstales.BWF.PlayMaker.BaseBWFEitor`:



Public Member Functions

- override `bool OnGUI ()`

5.16.1 Detailed Description

Base-class for custom editors.

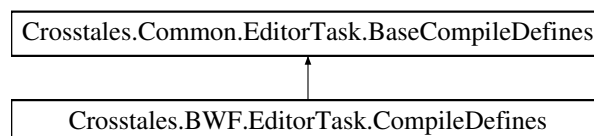
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Editor/BaseBWFEitor.cs`

5.17 Crosstales.Common.EditorTask.BaseCompileDefines Class Reference

Base for adding and removing the given symbols to `PlayerSettings` compiler define symbols.

Inheritance diagram for `Crosstales.Common.EditorTask.BaseCompileDefines`:



Static Public Member Functions

- static void [AddSymbolsToAllTargets](#) (params string[] symbols)
Adds the given symbols to the compiler defines.
- static void [RemoveSymbolsFromAllTargets](#) (params string[] symbols)
Removes the given symbols from the compiler defines.

Static Protected Member Functions

- static void **addSymbolsToAllTargets** (params string[] symbols)
- static void **removeSymbolsFromAllTargets** (params string[] symbols)
- static void **setCompileDefines** (string[] symbols)

5.17.1 Detailed Description

Base for adding and removing the given symbols to PlayerSettings compiler define symbols.

5.17.2 Member Function Documentation

5.17.2.1 AddSymbolsToAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.AddSymbolsToAllTargets (
    params string[] symbols ) [static]
```

Adds the given symbols to the compiler defines.

Parameters

<i>symbols</i>	Symbols to add to the compiler defines
----------------	--

5.17.2.2 RemoveSymbolsFromAllTargets()

```
static void Crosstales.Common.EditorTask.BaseCompileDefines.RemoveSymbolsFromAllTargets (
    params string[] symbols ) [static]
```

Removes the given symbols from the compiler defines.

Parameters

<i>symbols</i>	Symbols to remove from the compiler defines
----------------	---

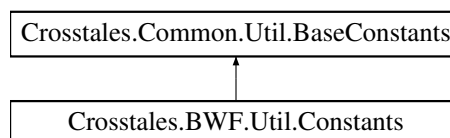
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/Base↵
CompileDefines.cs

5.18 Crosstales.Common.Util.BaseConstants Class Reference

Base for collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.Common.Util.BaseConstants:



Static Public Attributes

- const string **ASSET_AUTHOR** = "crosstales LLC"
Author of the asset.
- const string **ASSET_AUTHOR_URL** = "https://www.crosstales.com"
URL of the asset author.
- const string **ASSET_CT_URL** = "https://assetstore.unity.com/lists/crosstales-42213?aid=1011INGT"
URL of the crosstales assets in UAS.
- const string **ASSET_SOCIAL_DISCORD** = "https://discord.gg/ZbZ2sh4"
URL of the crosstales Discord-channel.
- const string **ASSET_SOCIAL_FACEBOOK** = "https://www.facebook.com/crosstales/"
URL of the crosstales Facebook-profile.
- const string **ASSET_SOCIAL_TWITTER** = "https://twitter.com/crosstales"
URL of the crosstales Twitter-profile.
- const string **ASSET_SOCIAL_YOUTUBE** = "https://www.youtube.com/c/Crosstales"
URL of the crosstales Youtube-profile.
- const string **ASSET_SOCIAL_LINKEDIN** = "https://www.linkedin.com/company/crosstales"
URL of the crosstales LinkedIn-profile.
- const string **ASSET_3P_PLAYMAKER** = "https://assetstore.unity.com/packages/slug/368?aid=1011INGT"
URL of the 3rd party asset "PlayMaker".
- const string **ASSET_BWF** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the "Badword Filter" asset.
- const string **ASSET_DJ** = "https://assetstore.unity.com/packages/slug/41993?aid=1011INGT"
URL of the "DJ" asset.
- const string **ASSET_FB** = "https://assetstore.unity.com/packages/slug/98713?aid=1011INGT"
URL of the "File Browser" asset.
- const string **ASSET_OC** = "https://assetstore.unity.com/packages/slug/74688?aid=1011INGT"
URL of the "Online Check" asset.
- const string **ASSET_RADIO** = "https://assetstore.unity.com/packages/slug/32034?aid=1011INGT"
URL of the "Radio" asset.
- const string **ASSET_RTV** = "https://assetstore.unity.com/packages/slug/41068?aid=1011INGT"

- URL of the "RT-Voice" asset.*
- const string **ASSET_TB** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
- URL of the "Turbo Backup" asset.*
- const string **ASSET_TPB** = "https://assetstore.unity.com/packages/slug/98714?aid=1011INGT"
- URL of the "Turbo Builder" asset.*
- const string **ASSET_TPS** = "https://assetstore.unity.com/packages/slug/60040?aid=1011INGT"
- URL of the "Turbo Switch" asset.*
- const string **ASSET_TR** = "https://assetstore.unity.com/packages/slug/61617?aid=1011INGT"
- URL of the "True Random" asset.*
- const int **FACTOR_KB** = 1024
- Factor for kilo bytes.*
- const int **FACTOR_MB** = **FACTOR_KB** * 1024
- Factor for mega bytes.*
- const int **FACTOR_GB** = **FACTOR_MB** * 1024
- Factor for giga bytes.*
- const float **FLOAT_32768** = 32768f
- Float value of 32768.*
- const float **FLOAT_TOLERANCE** = 0.0001f
- Float tolerance.*
- const string **FORMAT_TWO_DECIMAL_PLACES** = "0.00"
- ToString for two decimal places.*
- const string **FORMAT_NO_DECIMAL_PLACES** = "0"
- ToString for no decimal places.*
- const string **FORMAT_PERCENT** = "0%"
- ToString for percent.*
- const bool **DEFAULT_DEBUG** = false
- const string **PATH_DELIMITER_WINDOWS** = @"\
- Path delimiter for Windows.*
- const string **PATH_DELIMITER_UNIX** = "/"
- Path delimiter for Unix.*
- static bool **DEV_DEBUG** = false
- Development debug logging for the asset.*
- static string **TEXT_TOSTRING_START** = "{"
- static string **TEXT_TOSTRING_END** = "}"
- static string **TEXT_TOSTRING_DELIMITER** = ", "
- static string **TEXT_TOSTRING_DELIMITER_END** = ""
- static string **PREFIX_HTTP** = "http://"
- static string **PREFIX_HTTPS** = "https://"
- static int **PROCESS_KILL_TIME** = 5000
- Kill processes after 5000 milliseconds.*
- static string **CMD_WINDOWS_PATH** = @"C:\Windows\system32\cmd.exe"
- Path to the cmd under Windows.*
- static bool **SHOW_BWF_BANNER** = true
- Show the BWF banner.*
- static bool **SHOW_DJ_BANNER** = true
- Show the DJ banner.*
- static bool **SHOW_FB_BANNER** = true
- Show the FB banner.*
- static bool **SHOW_OC_BANNER** = true
- Show the OC banner.*
- static bool **SHOW_RADIO_BANNER** = true

- Show the Radio banner.*
 - static bool [SHOW_RTV_BANNER](#) = true
- Show the RTV banner.*
 - static bool [SHOW_TB_BANNER](#) = true
- Show the TB banner.*
 - static bool [SHOW_TPB_BANNER](#) = true
- Show the TPB banner.*
 - static bool [SHOW_TPS_BANNER](#) = true
- Show the TPS banner.*
 - static bool [SHOW_TR_BANNER](#) = true
- Show the TR banner.*

Properties

- static string [PREFIX_FILE](#) [get]
URL prefix for files.
- static string [APPLICATION_PATH](#) [get]
Application path.

5.18.1 Detailed Description

Base for collected constants of very general utility for the asset.

5.18.2 Member Data Documentation

5.18.2.1 ASSET_3P_PLAYMAKER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_3P_PLAYMAKER = "https://assetstore.↔  
unity.com/packages/slug/368?aid=10111NGT" [static]
```

URL of the 3rd party asset "PlayMaker".

5.18.2.2 ASSET_AUTHOR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR = "crosstales LLC" [static]
```

Author of the asset.

5.18.2.3 ASSET_AUTHOR_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_AUTHOR_URL = "https://www.crosstales.com" [static]
```

URL of the asset author.

5.18.2.4 ASSET_BWF

```
const string Crosstales.Common.Util.BaseConstants.ASSET_BWF = "https://assetstore.unity.com/packages/slug/26255?aid=10111NGT" [static]
```

URL of the "Badword Filter" asset.

5.18.2.5 ASSET_CT_URL

```
const string Crosstales.Common.Util.BaseConstants.ASSET_CT_URL = "https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT" [static]
```

URL of the crosstales assets in UAS.

5.18.2.6 ASSET_DJ

```
const string Crosstales.Common.Util.BaseConstants.ASSET_DJ = "https://assetstore.unity.com/packages/slug/41993?aid=10111NGT" [static]
```

URL of the "DJ" asset.

5.18.2.7 ASSET_FB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_FB = "https://assetstore.unity.com/packages/slug/98713?aid=10111NGT" [static]
```

URL of the "File Browser" asset.

5.18.2.8 ASSET_OC

```
const string Crosstales.Common.Util.BaseConstants.ASSET_OC = "https://assetstore.unity.com/packages/slug/74688?aid=10111NGT" [static]
```

URL of the "Online Check" asset.

5.18.2.9 ASSET_RADIO

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RADIO = "https://assetstore.unity.↵  
com/packages/slug/32034?aid=10111NGT" [static]
```

URL of the "Radio" asset.

5.18.2.10 ASSET_RTV

```
const string Crosstales.Common.Util.BaseConstants.ASSET_RTV = "https://assetstore.unity.↵  
com/packages/slug/41068?aid=10111NGT" [static]
```

URL of the "RT-Voice" asset.

5.18.2.11 ASSET_SOCIAL_DISCORD

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_DISCORD = "https://discord.↵  
gg/ZbZ2sh4" [static]
```

URL of the crosstales Discord-channel.

5.18.2.12 ASSET_SOCIAL_FACEBOOK

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_FACEBOOK = "https://www.↵  
facebook.com/crosstales/" [static]
```

URL of the crosstales Facebook-profile.

5.18.2.13 ASSET_SOCIAL_LINKEDIN

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_LINKEDIN = "https://www.↵  
linkedin.com/company/crosstales" [static]
```

URL of the crosstales LinkedIn-profile.

5.18.2.14 ASSET_SOCIAL_TWITTER

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_TWITTER = "https://twitter.↵  
com/crosstales" [static]
```

URL of the crosstales Twitter-profile.

5.18.2.15 ASSET_SOCIAL_YOUTUBE

```
const string Crosstales.Common.Util.BaseConstants.ASSET_SOCIAL_YOUTUBE = "https://www.youtube.↵  
com/c/Crosstales" [static]
```

URL of the crosstales Youtube-profile.

5.18.2.16 ASSET_TB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TB = "https://assetstore.unity.↵  
com/packages/slug/98711?aid=10111NGT" [static]
```

URL of the "Turbo Backup" asset.

5.18.2.17 ASSET_TPB

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPB = "https://assetstore.unity.↵  
com/packages/slug/98714?aid=10111NGT" [static]
```

URL of the "Turbo Builder" asset.

5.18.2.18 ASSET_TPS

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TPS = "https://assetstore.unity.↵  
com/packages/slug/60040?aid=10111NGT" [static]
```

URL of the "Turbo Switch" asset.

5.18.2.19 ASSET_TR

```
const string Crosstales.Common.Util.BaseConstants.ASSET_TR = "https://assetstore.unity.↵  
com/packages/slug/61617?aid=10111NGT" [static]
```

URL of the "True Random" asset.

5.18.2.20 CMD_WINDOWS_PATH

```
string Crosstales.Common.Util.BaseConstants.CMD_WINDOWS_PATH = @"C:\Windows\system32\cmd.exe"  
[static]
```

Path to the cmd under Windows.

5.18.2.21 DEV_DEBUG

```
bool Crosstales.Common.Util.BaseConstants.DEV_DEBUG = false [static]
```

Development debug logging for the asset.

5.18.2.22 FACTOR_GB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_GB = FACTOR_MB * 1024 [static]
```

Factor for giga bytes.

5.18.2.23 FACTOR_KB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_KB = 1024 [static]
```

Factor for kilo bytes.

5.18.2.24 FACTOR_MB

```
const int Crosstales.Common.Util.BaseConstants.FACTOR_MB = FACTOR_KB * 1024 [static]
```

Factor for mega bytes.

5.18.2.25 FLOAT_32768

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_32768 = 32768f [static]
```

Float value of 32768.

5.18.2.26 FLOAT_TOLERANCE

```
const float Crosstales.Common.Util.BaseConstants.FLOAT_TOLERANCE = 0.0001f [static]
```

Float tolerance.

5.18.2.27 FORMAT_NO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_NO_DECIMAL_PLACES = "0" [static]
```

ToString for no decimal places.

5.18.2.28 FORMAT_PERCENT

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_PERCENT = "0%" [static]
```

ToString for percent.

5.18.2.29 FORMAT_TWO_DECIMAL_PLACES

```
const string Crosstales.Common.Util.BaseConstants.FORMAT_TWO_DECIMAL_PLACES = "0.00" [static]
```

ToString for two decimal places.

5.18.2.30 PATH_DELIMITER_UNIX

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_UNIX = "/" [static]
```

Path delimiter for Unix.

5.18.2.31 PATH_DELIMITER_WINDOWS

```
const string Crosstales.Common.Util.BaseConstants.PATH_DELIMITER_WINDOWS = @"\" [static]
```

Path delimiter for Windows.

5.18.2.32 PROCESS_KILL_TIME

```
int Crosstales.Common.Util.BaseConstants.PROCESS_KILL_TIME = 5000 [static]
```

Kill processes after 5000 milliseconds.

5.18.2.33 SHOW_BWF_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_BWF_BANNER = true [static]
```

Show the [BWF](#) banner.

5.18.2.34 SHOW_DJ_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_DJ_BANNER = true [static]
```

Show the DJ banner.

5.18.2.35 SHOW_FB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_FB_BANNER = true [static]
```

Show the FB banner.

5.18.2.36 SHOW_OC_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_OC_BANNER = true [static]
```

Show the OC banner.

5.18.2.37 SHOW_RADIO_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RADIO_BANNER = true [static]
```

Show the Radio banner.

5.18.2.38 SHOW_RTV_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_RTV_BANNER = true [static]
```

Show the RTV banner.

5.18.2.39 SHOW_TB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TB_BANNER = true [static]
```

Show the TB banner.

5.18.2.40 SHOW_TPB_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPB_BANNER = true [static]
```

Show the TPB banner.

5.18.2.41 SHOW_TPS_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TPS_BANNER = true [static]
```

Show the TPS banner.

5.18.2.42 SHOW_TR_BANNER

```
bool Crosstales.Common.Util.BaseConstants.SHOW_TR_BANNER = true [static]
```

Show the TR banner.

5.18.3 Property Documentation

5.18.3.1 APPLICATION_PATH

```
string Crosstales.Common.Util.BaseConstants.APPLICATION_PATH [static], [get]
```

Application path.

5.18.3.2 PREFIX_FILE

```
string Crosstales.Common.Util.BaseConstants.PREFIX_FILE [static], [get]
```

URL prefix for files.

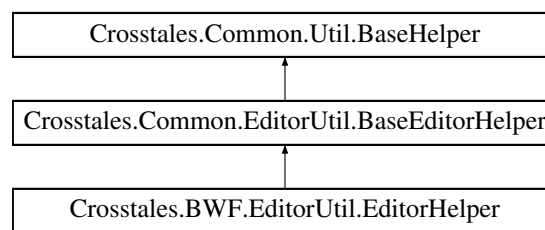
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/BaseConstants.cs

5.19 Crosstales.Common.EditorUtil.BaseEditorHelper Class Reference

Base for various Editor helper functions.

Inheritance diagram for Crosstales.Common.EditorUtil.BaseEditorHelper:



Static Public Member Functions

- static void [RestartUnity](#) (string executeMethod="")
Restart Unity.
- static void [SeparatorUI](#) (int space=12)
Shows a separator-UI.
- static void [ReadOnlyTextField](#) (string label, string text)
Generates a read-only text field with a label.
- static void [RefreshAssetDatabase](#) (ImportAssetOptions options=ImportAssetOptions.Default)
Refreshes the asset database.
- static void [InvokeMethod](#) (string className, string methodName, params object[] parameters)
Invokes a public static method on a full qualified class.
- static bool [IsValidBuildTarget](#) (BuildTarget target)
Returns the true if the BuildTarget is installed in Unity.
- static string [getCLIArgument](#) (string name)
Returns an argument for a name from the command line.
- static BuildTarget [getBuildTargetForBuildName](#) (string build)
Returns the BuildTarget for a build name, like 'win64'.
- static string [getBuildNameFromBuildTarget](#) (BuildTarget build)
Returns the build name for a BuildTarget.
- static System.Collections.Generic.List< T > [FindAssetsByType< T > \(\)](#)
Returns assets for a certain type.

Properties

- static Texture2D **Logo_Asset_BWF** [get]
- static Texture2D **Logo_Asset_DJ** [get]
- static Texture2D **Logo_Asset_FB** [get]
- static Texture2D **Logo_Asset_OC** [get]
- static Texture2D **Logo_Asset_Radio** [get]
- static Texture2D **Logo_Asset_RTV** [get]
- static Texture2D **Logo_Asset_TB** [get]
- static Texture2D **Logo_Asset_TPB** [get]
- static Texture2D **Logo_Asset_TPS** [get]
- static Texture2D **Logo_Asset_TR** [get]
- static Texture2D **Logo_CT** [get]
- static Texture2D **Logo_Unity** [get]
- static Texture2D **Icon_Save** [get]
- static Texture2D **Icon_Reset** [get]
- static Texture2D **Icon_Refresh** [get]
- static Texture2D **Icon_Delete** [get]
- static Texture2D **Icon_Folder** [get]
- static Texture2D **Icon_Plus** [get]
- static Texture2D **Icon_Minus** [get]
- static Texture2D **Icon_Manual** [get]
- static Texture2D **Icon_API** [get]
- static Texture2D **Icon_Forum** [get]
- static Texture2D **Icon_Product** [get]
- static Texture2D **Icon_Check** [get]
- static Texture2D **Social_Discord** [get]
- static Texture2D **Social_Facebook** [get]
- static Texture2D **Social_Twitter** [get]
- static Texture2D **Social_Youtube** [get]
- static Texture2D **Social_Linkedin** [get]
- static Texture2D **Video_Promo** [get]
- static Texture2D **Video_Tutorial** [get]
- static Texture2D **Icon_Videos** [get]
- static Texture2D **Icon_3p_Assets** [get]
- static Texture2D **Asset_PlayMaker** [get]

Additional Inherited Members

5.19.1 Detailed Description

Base for various Editor helper functions.

5.19.2 Member Function Documentation

5.19.2.1 FindAssetsByType< T >()

```
static System.Collections.Generic.List<T> Crosstales.Common.EditorUtil.BaseEditorHelper.FindAssetsByType< T > ( ) [static]
```

Returns assets for a certain type.

Returns

List of assets for a certain type.

Type Constraints

T: *Object*

5.19.2.2 getBuildNameFromBuildTarget()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildNameFromBuildTarget ( BuildTarget build ) [static]
```

Returns the build name for a BuildTarget.

Parameters

<i>build</i>	BuildTarget for a build name
--------------	------------------------------

Returns

The build name for a BuildTarget.

5.19.2.3 getBuildTargetForBuildName()

```
static BuildTarget Crosstales.Common.EditorUtil.BaseEditorHelper.getBuildTargetForBuildName ( string build ) [static]
```

Returns the BuildTarget for a build name, like 'win64'.

Parameters

<i>build</i>	Build name, like 'win64'
--------------	--------------------------

Returns

The BuildTarget for a build name.

5.19.2.4 getCLIArgument()

```
static string Crosstales.Common.EditorUtil.BaseEditorHelper.getCLIArgument (
    string name ) [static]
```

Returns an argument for a name from the command line.

Parameters

<i>name</i>	Name for the argument
-------------	-----------------------

Returns

True if the BuildTarget is installed in Unity.

5.19.2.5 InvokeMethod()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.InvokeMethod (
    string className,
    string methodName,
    params object[] parameters ) [static]
```

Invokes a public static method on a full qualified class.

Parameters

<i>className</i>	Full qualified name of the class
<i>methodName</i>	Public static method of the class to execute
<i>parameters</i>	Parameters for the method (optional)

5.19.2.6 isValidBuildTarget()

```
static bool Crosstales.Common.EditorUtil.BaseEditorHelper.isValidBuildTarget (
    BuildTarget target ) [static]
```

Returns the true if the BuildTarget is installed in Unity.

Parameters

<i>target</i>	BuildTarget to test
---------------	---------------------

Returns

True if the BuildTarget is installed in Unity.

5.19.2.7 ReadOnlyTextField()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.ReadOnlyTextField (
    string label,
    string text ) [static]
```

Generates a read-only text field with a label.

5.19.2.8 RefreshAssetDatabase()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RefreshAssetDatabase (
    ImportAssetOptions options = ImportAssetOptions.Default ) [static]
```

Refreshes the asset database.

Parameters

<i>options</i>	Asset import options (default: ImportAssetOptions.Default, optional).
----------------	---

5.19.2.9 RestartUnity()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.RestartUnity (
    string executeMethod = "" ) [static]
```

Restart Unity.

Parameters

<i>executeMethod</i>	Executed method after the restart (optional)
----------------------	--

5.19.2.10 SeparatorUI()

```
static void Crosstales.Common.EditorUtil.BaseEditorHelper.SeparatorUI (
    int space = 12 ) [static]
```

Shows a separator-UI.

Parameters

<i>space</i>	Space in pixels between the component and the separator line (default: 12, optional).
--------------	---

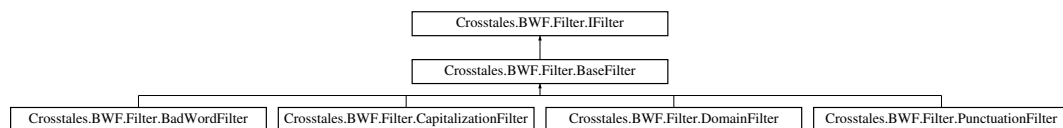
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Util/Base↵
EditorHelper.cs

5.20 Crosstales.BWF.Filter.BaseFilter Class Reference

Base class for all filters.

Inheritance diagram for Crosstales.BWF.Filter.BaseFilter:



Public Member Functions

- abstract bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- abstract System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- abstract string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- virtual string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.
- virtual string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.

Static Protected Member Functions

- static void [logFilterNotReady](#) ()
- static void [logResourceNotFound](#) (string res)
- static void [logContains](#) ()
- static void [logGetAll](#) ()
- static void [logReplaceAll](#) ()

Protected Attributes

- readonly System.Collections.Generic.Dictionary< string, [Data.Source](#) > **sources** = new System.↵
Collections.Generic.Dictionary<string, [Data.Source](#)>()

Properties

- virtual System.Collections.Generic.List< [Data.Source](#) > **Sources** [get]
- abstract bool **isReady** [get]

5.20.1 Detailed Description

Base class for all filters.

5.20.2 Member Function Documentation

5.20.2.1 Contains()

```
abstract bool Crosstales.BWF.Filter.BaseFilter.Contains (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.20.2.2 GetAll()

```
abstract System.Collections.Generic.List<string> Crosstales.BWF.Filter.BaseFilter.GetAll (
    string text,
    params string[] sourceNames ) [pure virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.PunctuationFilter](#).

5.20.2.3 Mark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames ) [virtual]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

Implements [Crosstales.BWF.Filter.IFilter](#).

5.20.2.4 ReplaceAll()

```
abstract string Crosstales.BWF.Filter.BaseFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [pure virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.IFilter](#).

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.CapitalizationFilter](#).

5.20.2.5 Unmark()

```
virtual string Crosstales.BWF.Filter.BaseFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [virtual]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

Returns

Text with marked bad words

Implements [Crosstales.BWF.Filter.IFilter](#).

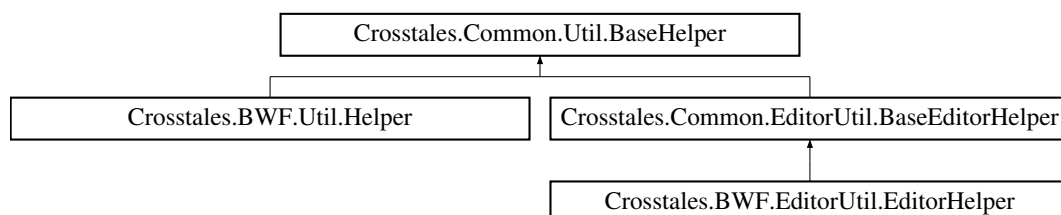
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵
Filter/BaseFilter.cs

5.21 Crosstales.Common.Util.BaseHelper Class Reference

Base for various helper functions.

Inheritance diagram for Crosstales.Common.Util.BaseHelper:



Static Public Member Functions

- static string [CreateString](#) (string replaceChars, int stringLength)
Creates a string of characters with a given length.
- static bool [hasActiveClip](#) (AudioSource source)
Determines if an AudioSource has an active clip.
- static bool [RemoteCertificateValidationCallback](#) (System.Object sender, System.Security.Cryptography.X509Certificates.X509Certificate certificate, System.Security.Cryptography.X509Certificates.X509Chain chain, System.Net.Security.SslPolicyErrors sslPolicyErrors)
HTTPS-certification callback.
- static string [ValidatePath](#) (string path, bool addEndDelimiter=true)
Validates a given path and add missing slash.
- static string [ValidateFile](#) (string path)
Validates a given file.
- static string[] [GetFiles](#) (string path, bool isRecursive=false, params string[] extensions)
Find files inside a path.
- static string[] [GetDirectories](#) (string path, bool isRecursive=false)
Find directories inside.
- static string [ValidURLFromFilePath](#) (string path)
Validates a given file.
- static string [CleanUrl](#) (string url, bool removeProtocol=true, bool removeWWW=true, bool removeSlash=true)
Cleans a given URL.
- static string [ClearTags](#) (string text)
Cleans a given text from tags.
- static string [ClearSpaces](#) (string text)
Cleans a given text from multiple spaces.
- static string [ClearLineEndings](#) (string text)
Cleans a given text from line endings.
- static System.Collections.Generic.List< string > [SplitStringToLines](#) (string text, bool ignoreCommented↵ Lines=true, int skipHeaderLines=0, int skipFooterLines=0)
Split the given text to lines and return it as list.
- static string [FormatBytesToHRF](#) (long bytes)
Format byte-value to Human-Readable-Form.
- static string [FormatSecondsToHourMinSec](#) (double seconds)
Format seconds to Human-Readable-Form.
- static Color [HSVToRGB](#) (float h, float s, float v, float a=1f)
Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>
- static bool [IsValidURL](#) (string url)
Checks if the URL is valid.
- static void [FileCopy](#) (string inputFile, string outputFile, bool move=false)
Copy or move a file.
- static void [ShowFileLocation](#) (string file)
Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms
- static void [OpenFile](#) (string file)
Opens a file with the OS default application. NOTE: only works for standalone platforms
- static string [getIP](#) (string host)
Returns the IP of a given host name.

Static Public Attributes

- static readonly System.Globalization.CultureInfo **BaseCulture**

Static Protected Attributes

- static readonly System.Text.RegularExpressions.Regex **lineEndingsRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanSpacesRegex**
- static readonly System.Text.RegularExpressions.Regex **cleanTagsRegex**
- static readonly System.Random **rnd** = new System.Random()
- const string **file_prefix** = "file:/"

Properties

- static bool **isInternetAvailable** [get]
Checks if an Internet connection is available.
- static bool **isWindowsPlatform** [get]
Checks if the current platform is Windows.
- static bool **isMacOSPlatform** [get]
Checks if the current platform is OSX.
- static bool **isLinuxPlatform** [get]
Checks if the current platform is Linux.
- static bool **isStandalonePlatform** [get]
Checks if the current platform is standalone (Windows, macOS or Linux).
- static bool **isAndroidPlatform** [get]
Checks if the current platform is Android.
- static bool **isIOSPlatform** [get]
Checks if the current platform is iOS.
- static bool **isTvOSPlatform** [get]
Checks if the current platform is tvOS.
- static bool **isWSAPlatform** [get]
Checks if the current platform is WSA.
- static bool **isXboxOnePlatform** [get]
Checks if the current platform is XboxOne.
- static bool **isPS4Platform** [get]
Checks if the current platform is PS4.
- static bool **isWebGLPlatform** [get]
Checks if the current platform is WebGL.
- static bool **isWebPlatform** [get]
Checks if the current platform is Web (WebPlayer or WebGL).
- static bool **isWindowsBasedPlatform** [get]
Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).
- static bool **isWSABasedPlatform** [get]
Checks if the current platform is WSA-based (WSA or XboxOne).
- static bool **isAppleBasedPlatform** [get]
Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).
- static bool **isIOSBasedPlatform** [get]
Checks if the current platform is iOS-based (iOS or tvOS).
- static bool **isEditor** [get]
Checks if we are inside the Editor.
- static bool **isWindowsEditor** [get]
Checks if we are inside the Windows Editor.
- static bool **isMacOSEditor** [get]
Checks if we are inside the macOS Editor.
- static bool **isLinuxEditor** [get]

- Checks if we are inside the Linux Editor.*
 - static bool [isEditorMode](#) [get]
- Checks if we are in Editor mode.*
 - static bool [isIL2CPP](#) [get]
- Checks if the current build target uses IL2CPP.*
 - static [Model.Enum.Platform?](#) [CurrentPlatform](#) [get]
- Returns the current platform.*
 - static string [StreamingAssetsPath](#) [get]
- Returns the path to the the "Streaming Assets".*

5.21.1 Detailed Description

Base for various helper functions.

5.21.2 Member Function Documentation

5.21.2.1 CleanUrl()

```
static string Crosstales.Common.Util.BaseHelper.CleanUrl (  
    string url,  
    bool removeProtocol = true,  
    bool removeWWW = true,  
    bool removeSlash = true ) [static]
```

Cleans a given URL.

Parameters

<i>url</i>	URL to clean
<i>removeProtocol</i>	Remove the protocol, e.g. http:// (default: true, optional).
<i>removeWWW</i>	Remove www (default: true, optional).
<i>removeSlash</i>	Remove slash at the end (default: true, optional)

Returns

Clean URL

5.21.2.2 ClearLineEndings()

```
static string Crosstales.Common.Util.BaseHelper.ClearLineEndings (  
    string text ) [static]
```

Cleans a given text from line endings.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without line endings.

5.21.2.3 ClearSpaces()

```
static string Crosstales.Common.Util.BaseHelper.ClearSpaces (
    string text ) [static]
```

Cleans a given text from multiple spaces.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without multiple spaces.

5.21.2.4 ClearTags()

```
static string Crosstales.Common.Util.BaseHelper.ClearTags (
    string text ) [static]
```

Cleans a given text from tags.

Parameters

<i>text</i>	Text to clean.
-------------	----------------

Returns

Clean text without tags.

5.21.2.5 CreateString()

```
static string Crosstales.Common.Util.BaseHelper.CreateString (
    string replaceChars,
    int stringLength ) [static]
```

Creates a string of characters with a given length.

Parameters

<i>replaceChars</i>	Characters to generate the string (if more than one character is used, the generated string will be a randomized result of all characters)
<i>stringLength</i>	Length of the generated string

Returns

Generated string

5.21.2.6 FileCopy()

```
static void Crosstales.Common.Util.BaseHelper.FileCopy (
    string inputFile,
    string outputFile,
    bool move = false ) [static]
```

Copy or move a file.

Parameters

<i>inputFile</i>	Input file path
<i>outputFile</i>	Output file path
<i>move</i>	Move file instead of copy (default: false, optional)

5.21.2.7 FormatBytesToHRF()

```
static string Crosstales.Common.Util.BaseHelper.FormatBytesToHRF (
    long bytes ) [static]
```

Format byte-value to Human-Readable-Form.

Returns

Formatted byte-value in Human-Readable-Form.

5.21.2.8 FormatSecondsToHourMinSec()

```
static string Crosstales.Common.Util.BaseHelper.FormatSecondsToHourMinSec (
    double seconds ) [static]
```

Format seconds to Human-Readable-Form.

Returns

Formatted seconds in Human-Readable-Form.

5.21.2.9 GetDirectories()

```
static string [] Crosstales.Common.Util.BaseHelper.GetDirectories (
    string path,
    bool isRecursive = false ) [static]
```

Find directories inside.

Parameters

<i>path</i>	Path to find the directories
<i>isRecursive</i>	Recursive search (default: false, optional)

Returns

Returns array of the found directories inside the path. Zero length array when an error occurred.

5.21.2.10 GetFiles()

```
static string [] Crosstales.Common.Util.BaseHelper.GetFiles (
    string path,
    bool isRecursive = false,
    params string[] extensions ) [static]
```

Find files inside a path.

Parameters

<i>path</i>	Path to find the files
<i>isRecursive</i>	Recursive search (default: false, optional)
<i>extensions</i>	Extensions for the file search, e.g. "png" (optional)

Returns

Returns array of the found files inside the path (alphabetically ordered). Zero length array when an error occurred.

5.21.2.11 getIP()

```
static string Crosstales.Common.Util.BaseHelper.getIP (
    string host ) [static]
```

Returns the IP of a given host name.

Parameters

<i>host</i>	Host name
-------------	-----------

Returns

IP of a given host name.

5.21.2.12 hasActiveClip()

```
static bool Crosstales.Common.Util.BaseHelper.hasActiveClip (  
    AudioSource source ) [static]
```

Determines if an AudioSource has an active clip.

Parameters

<i>source</i>	AudioSource to check.
---------------	-----------------------

Returns

True if the AudioSource has an active clip.

5.21.2.13 HSVToRGB()

```
static Color Crosstales.Common.Util.BaseHelper.HSVToRGB (  
    float h,  
    float s,  
    float v,  
    float a = 1f ) [static]
```

Generate nice HSV colors. Based on <https://gist.github.com/rje/6206099>

Parameters

<i>h</i>	Hue
<i>s</i>	Saturation
<i>v</i>	Value
<i>a</i>	Alpha (optional)

Returns

True if the current platform is supported.

5.21.2.14 isValidURL()

```
static bool Crosstales.Common.Util.BaseHelper.isValidURL (
    string url ) [static]
```

Checks if the URL is valid.

Parameters

<i>url</i>	URL to check
------------	--------------

Returns

True if the URL is valid.

5.21.2.15 OpenFile()

```
static void Crosstales.Common.Util.BaseHelper.OpenFile (
    string file ) [static]
```

Opens a file with the OS default application. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.16 RemoteCertificateValidationCallback()

```
static bool Crosstales.Common.Util.BaseHelper.RemoteCertificateValidationCallback (
    System.Object sender,
    System.Security.Cryptography.X509Certificates.X509Certificate certificate,
    System.Security.Cryptography.X509Certificates.X509Chain chain,
    System.Net.Security.SslPolicyErrors sslPolicyErrors ) [static]
```

HTTPS-certification callback.

5.21.2.17 ShowFileLocation()

```
static void Crosstales.Common.Util.BaseHelper.ShowFileLocation (
    string file ) [static]
```

Shows the location of a path or file in OS file explorer. NOTE: only works for standalone platforms

Parameters

<i>file</i>	File path
-------------	-----------

5.21.2.18 SplitStringToLines()

```
static System.Collections.Generic.List<string> Crosstales.Common.Util.BaseHelper.SplitStringToLines (
    string text,
    bool ignoreCommentedLines = true,
    int skipHeaderLines = 0,
    int skipFooterLines = 0 ) [static]
```

Split the given text to lines and return it as list.

Parameters

<i>text</i>	Complete text fragment
<i>ignoreCommentedLines</i>	Ignore commente lines (default: true, optional)
<i>skipHeaderLines</i>	Number of skipped header lines (default: 0, optional)
<i>skipFooterLines</i>	Number of skipped footer lines (default: 0, optional)

Returns

Splitted lines as array

5.21.2.19 ValidateFile()

```
static string Crosstales.Common.Util.BaseHelper.ValidateFile (
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.21.2.20 ValidatePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidatePath (
    string path,
    bool addEndDelimiter = true ) [static]
```

Validates a given path and add missing slash.

Parameters

<i>path</i>	Path to validate
<i>addEndDelimiter</i>	Add delimiter at the end of the path (optional, default: true)

Returns

Valid path

5.21.2.21 ValidURLFromFilePath()

```
static string Crosstales.Common.Util.BaseHelper.ValidURLFromFilePath (
    string path ) [static]
```

Validates a given file.

Parameters

<i>path</i>	File to validate
-------------	------------------

Returns

Valid file path

5.21.3 Member Data Documentation

5.21.3.1 BaseCulture

```
readonly System.Globalization.CultureInfo Crosstales.Common.Util.BaseHelper.BaseCulture [static]
```

Initial value:

```
=
    new System.Globalization.CultureInfo("en-US")
```

5.21.3.2 cleanSpacesRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanSpaces↵
Regex [static], [protected]

Initial value:

=
new System.Text.RegularExpressions.Regex(@"\s+")

5.21.3.3 cleanTagsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.cleanTagsRegex
[static], [protected]

Initial value:

=
new System.Text.RegularExpressions.Regex(@"<.*?>")

5.21.3.4 lineEndingsRegex

readonly System.Text.RegularExpressions.Regex Crosstales.Common.Util.BaseHelper.lineEndings↵
Regex [static], [protected]

Initial value:

=
new System.Text.RegularExpressions.Regex(@"\r\n|\r|\n")

5.21.4 Property Documentation

5.21.4.1 CurrentPlatform

Model.Enum.Platform? Crosstales.Common.Util.BaseHelper.CurrentPlatform [static], [get]

Returns the current platform.

Returns

The current platform.

5.21.4.2 isAndroidPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAndroidPlatform [static], [get]
```

Checks if the current platform is Android.

Returns

True if the current platform is Android.

5.21.4.3 isAppleBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isAppleBasedPlatform [static], [get]
```

Checks if the current platform is Apple-based (macOS standalone, iOS or tvOS).

Returns

True if the current platform is Apple-based (macOS standalone, iOS or tvOS).

5.21.4.4 isEditor

```
bool Crosstales.Common.Util.BaseHelper.isEditor [static], [get]
```

Checks if we are inside the Editor.

Returns

True if we are inside the Editor.

5.21.4.5 isEditorMode

```
bool Crosstales.Common.Util.BaseHelper.isEditorMode [static], [get]
```

Checks if we are in Editor mode.

Returns

True if in Editor mode.

5.21.4.6 isIL2CPP

```
bool Crosstales.Common.Util.BaseHelper.isIL2CPP [static], [get]
```

Checks if the current build target uses IL2CPP.

Returns

True if the current build target uses IL2CPP.

5.21.4.7 isInternetAvailable

```
bool Crosstales.Common.Util.BaseHelper.isInternetAvailable [static], [get]
```

Checks if an Internet connection is available.

Returns

True if an Internet connection is available.

5.21.4.8 isIOSBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSBasedPlatform [static], [get]
```

Checks if the current platform is iOS-based (iOS or tvOS).

Returns

True if the current platform is iOS-based (iOS or tvOS).

5.21.4.9 isIOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isIOSPlatform [static], [get]
```

Checks if the current platform is iOS.

Returns

True if the current platform is iOS.

5.21.4.10 isLinuxEditor

```
bool Crosstales.Common.Util.BaseHelper.isLinuxEditor [static], [get]
```

Checks if we are inside the Linux Editor.

Returns

True if we are inside the Linux Editor.

5.21.4.11 isLinuxPlatform

```
bool Crosstales.Common.Util.BaseHelper.isLinuxPlatform [static], [get]
```

Checks if the current platform is Linux.

Returns

True if the current platform is Linux.

5.21.4.12 isMacOSEditor

```
bool Crosstales.Common.Util.BaseHelper.isMacOSEditor [static], [get]
```

Checks if we are inside the macOS Editor.

Returns

True if we are inside the macOS Editor.

5.21.4.13 isMacOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isMacOSPlatform [static], [get]
```

Checks if the current platform is OSX.

Returns

True if the current platform is OSX.

5.21.4.14 isPS4Platform

```
bool Crosstales.Common.Util.BaseHelper.isPS4Platform [static], [get]
```

Checks if the current platform is PS4.

Returns

True if the current platform is PS4.

5.21.4.15 isStandalonePlatform

```
bool Crosstales.Common.Util.BaseHelper.isStandalonePlatform [static], [get]
```

Checks if the current platform is standalone (Windows, macOS or Linux).

Returns

True if the current platform is standalone (Windows, macOS or Linux).

5.21.4.16 isTvOSPlatform

```
bool Crosstales.Common.Util.BaseHelper.isTvOSPlatform [static], [get]
```

Checks if the current platform is tvOS.

Returns

True if the current platform is tvOS.

5.21.4.17 isWebGLPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebGLPlatform [static], [get]
```

Checks if the current platform is WebGL.

Returns

True if the current platform is WebGL.

5.21.4.18 isWebPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWebPlatform [static], [get]
```

Checks if the current platform is Web (WebPlayer or WebGL).

Returns

True if the current platform is Web (WebPlayer or WebGL).

5.21.4.19 isWindowsBasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsBasedPlatform [static], [get]
```

Checks if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

Returns

True if the current platform is Windows-based (Windows standalone, WSA or XboxOne).

5.21.4.20 isWindowsEditor

```
bool Crosstales.Common.Util.BaseHelper.isWindowsEditor [static], [get]
```

Checks if we are inside the Windows Editor.

Returns

True if we are inside the Windows Editor.

5.21.4.21 isWindowsPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWindowsPlatform [static], [get]
```

Checks if the current platform is Windows.

Returns

True if the current platform is Windows.

5.21.4.22 isWSABasedPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSABasedPlatform [static], [get]
```

Checks if the current platform is WSA-based (WSA or XboxOne).

Returns

True if the current platform is WSA-based (WSA or XboxOne).

5.21.4.23 isWSAPlatform

```
bool Crosstales.Common.Util.BaseHelper.isWSAPlatform [static], [get]
```

Checks if the current platform is WSA.

Returns

True if the current platform is WSA.

5.21.4.24 isXboxOnePlatform

```
bool Crosstales.Common.Util.BaseHelper.isXboxOnePlatform [static], [get]
```

Checks if the current platform is XboxOne.

Returns

True if the current platform is XboxOne.

5.21.4.25 StreamingAssetsPath

```
string Crosstales.Common.Util.BaseHelper.StreamingAssetsPath [static], [get]
```

Returns the path to the the "Streaming Assets".

Returns

The path to the the "Streaming Assets".

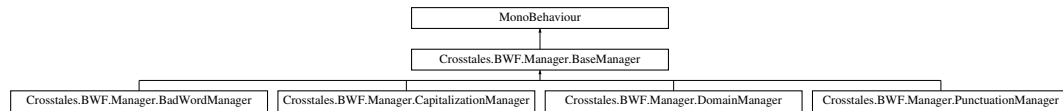
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Base↵
Helper.cs

5.22 Crosstales.BWF.Manager.BaseManager Class Reference

Base class for all managers.

Inheritance diagram for Crosstales.BWF.Manager.BaseManager:



Public Attributes

- bool `DontDestroy` = true
Don't destroy gameobject during scene switches (default: true).

5.22.1 Detailed Description

Base class for all managers.

5.22.2 Member Data Documentation

5.22.2.1 DontDestroy

```
bool Crosstales.BWF.Manager.BaseManager.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

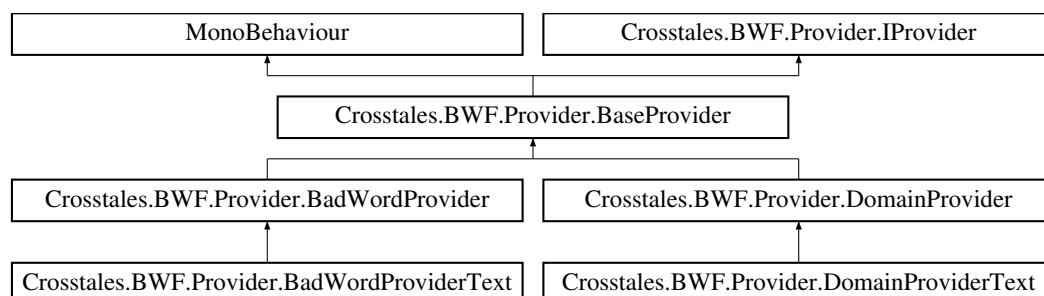
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Manager/BaseManager.cs

5.23 Crosstales.BWF.Provider.BaseProvider Class Reference

Base class for all providers.

Inheritance diagram for Crosstales.BWF.Provider.BaseProvider:



Public Member Functions

- abstract void [Load](#) ()
Loads all sources.
- abstract void [Save](#) ()
Saves all sources.
- void **Awake** ()

Public Attributes

- System.Text.RegularExpressions.RegexOptions [RegexOption1](#) = System.Text.RegularExpressions.RegexOptions.IgnoreCase
Option1 (default: RegexOptions.IgnoreCase).
- System.Text.RegularExpressions.RegexOptions [RegexOption2](#) = System.Text.RegularExpressions.RegexOptions.CultureInvariant
Option2 (default: RegexOptions.CultureInvariant).
- System.Text.RegularExpressions.RegexOptions [RegexOption3](#) = System.Text.RegularExpressions.RegexOptions.None
Option3 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions [RegexOption4](#) = System.Text.RegularExpressions.RegexOptions.None
Option4 (default: RegexOptions.None).
- System.Text.RegularExpressions.RegexOptions [RegexOption5](#) = System.Text.RegularExpressions.RegexOptions.None
Option5 (default: RegexOptions.None).
- System.Collections.Generic.List< [Data.Source](#) > [Sources](#)
All sources for this provider.
- bool [ClearOnLoad](#) = true
Clears all existing bad words on 'Load' (default: true).

Protected Member Functions

- abstract void [init](#) ()
Initialize the provider.
- void **logNoResourcesAdded** ()
- void **createSource** ()

Protected Attributes

- readonly System.Collections.Generic.List< string > **coRoutines** = new System.Collections.Generic.List<string>()
- bool **loading** = false

Static Protected Attributes

- static bool **loggedUnsupportedPlatform** = false

Properties

- bool **isReady** [get, set]

5.23.1 Detailed Description

Base class for all providers.

5.23.2 Member Function Documentation

5.23.2.1 init()

```
abstract void Crosstales.BWF.Provider.BaseProvider.init ( ) [protected], [pure virtual]
```

Initialize the provider.

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), and [Crosstales.BWF.Provider.DomainProvider](#).

5.23.2.2 Load()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Load ( ) [pure virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.IProvider](#).

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), [Crosstales.BWF.Provider.DomainProvider](#), [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

5.23.2.3 Save()

```
abstract void Crosstales.BWF.Provider.BaseProvider.Save ( ) [pure virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.IProvider](#).

Implemented in [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

5.23.3 Member Data Documentation

5.23.3.1 ClearOnLoad

```
bool Crosstales.BWF.Provider.BaseProvider.ClearOnLoad = true
```

Clears all existing bad words on 'Load' (default: true).

5.23.3.2 RegexOptions1

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption1  
= System.Text.RegularExpressions.RegexOptions.IgnoreCase
```

Option1 (default: RegexOptions.IgnoreCase).

5.23.3.3 RegexOptions2

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption2  
= System.Text.RegularExpressions.RegexOptions.CultureInvariant
```

Option2 (default: RegexOptions.CultureInvariant).

5.23.3.4 RegexOptions3

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption3  
= System.Text.RegularExpressions.RegexOptions.None
```

Option3 (default: RegexOptions.None).

5.23.3.5 RegexOptions4

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption4  
= System.Text.RegularExpressions.RegexOptions.None
```

Option4 (default: RegexOptions.None).

5.23.3.6 RegexOptions5

```
System.Text.RegularExpressions.RegexOptions Crosstales.BWF.Provider.BaseProvider.RegexOption5  
= System.Text.RegularExpressions.RegexOptions.None
```

Option5 (default: RegexOptions.None).

5.23.3.7 Sources

`System.Collections.Generic.List<Data.Source> Crosstales.BWF.Provider.BaseProvider.Sources`

All sources for this provider.

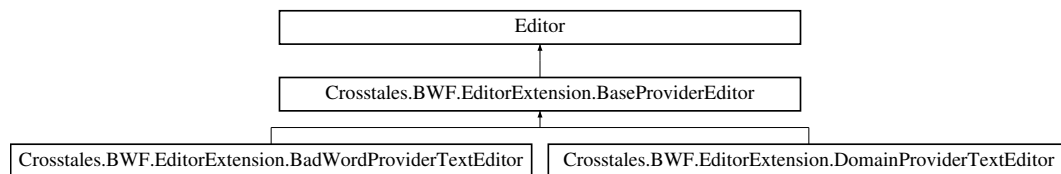
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Provider/BaseProvider.cs

5.24 Crosstales.BWF.EditorExtension.BaseProviderEditor Class Reference

Base-class for custom editors of children of the 'BaseProvider'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BaseProviderEditor:



Public Member Functions

- virtual void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.24.1 Detailed Description

Base-class for custom editors of children of the 'BaseProvider'-class.

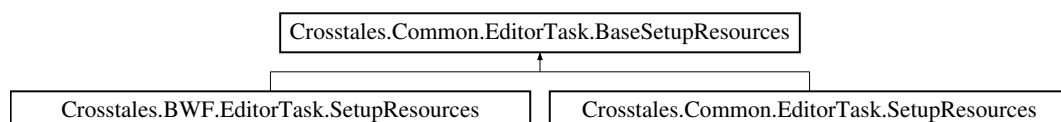
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Extension/BaseProviderEditor.cs

5.25 Crosstales.Common.EditorTask.BaseSetupResources Class Reference

Base for copying all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.BaseSetupResources:



Static Protected Member Functions

- static void **setupResources** (string source, string sourceFolder, string target, string targetFolder, string metafile)

5.25.1 Detailed Description

Base for copying all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/Base↔ SetupResources.cs

5.26 Crosstales.BWF.EditorIntegration.BWFGameObject Class Reference

Editor component for the "Hierarchy"-menu.

5.26.1 Detailed Description

Editor component for the "Hierarchy"-menu.

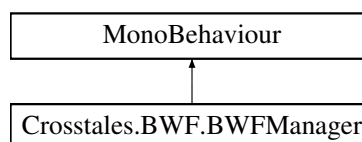
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Integration/BWFGameObject.cs

5.27 Crosstales.BWF.BWFManager Class Reference

[BWF](#) is a multi-manager for all available managers.

Inheritance diagram for Crosstales.BWF.BWFManager:



Public Member Functions

- void **OnEnable** ()
- void **Update** ()
- delegate void **BWFReady** ()

Static Public Member Functions

- static void [Load](#) ([Model.ManagerMask](#) mask=[Model.ManagerMask.All](#))
Loads the filter of a manager.
- static System.Collections.Generic.List< [Data.Source](#) > [Sources](#) ([Model.ManagerMask](#) mask=[Model.ManagerMask.All](#))
Returns all sources for a manager.
- static bool [Contains](#) (string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text.
- static void [ContainsMT](#) (out bool result, ref string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text (call as thread).
- static System.Collections.Generic.List< string > [GetAll](#) (string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text.
- static void [GetAllMT](#) (out System.Collections.Generic.List< string > result, ref string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches for unwanted words in a text (call as thread).
- static string [ReplaceAll](#) (string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches and replaces all unwanted words in a text.
- static void [ReplaceAllMT](#) (out string result, ref string text, [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Searches and replaces all unwanted words in a text (call as thread).
- static string [Mark](#) (string text, System.Collections.Generic.List< string > unwantedWords, string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the '[GetAll\(\)](#)' method).
- static string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", [Model.ManagerMask](#) mask=[Model.ManagerMask.All](#), params string[] sourceNames)
Marks the text with a prefix and postfix.
- static string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Properties

- static bool [isReady](#) [get]
Checks the readiness status of all managers.
- static BWFReady [OnBWFReady](#)
An event triggered whenever [BWF](#) is ready.

5.27.1 Detailed Description

[BWF](#) is a multi-manager for all available managers.

5.27.2 Member Function Documentation

5.27.2.1 Contains()

```
static bool Crosstales.BWF.BWFManager.Contains (
    string text,
    Model.ManagerMask mask = Model.ManagerMask.All,
    params string[] sourceNames ) [static]
```

Searches for unwanted words in a text.

Parameters

<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

5.27.2.2 ContainsMT()

```
static void Crosstales.BWF.BWFManager.ContainsMT (
    out bool result,
    ref string text,
    Model.ManagerMask mask = Model.ManagerMask.All,
    params string[] sourceNames ) [static]
```

Searches for unwanted words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.27.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.BWFManager.GetAll (
    string text,
    Model.ManagerMask mask = Model.ManagerMask.All,
    params string[] sourceNames ) [static]
```

Searches for unwanted words in a text.

Parameters

<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

5.27.2.4 GetAllMT()

```
static void Crosstales.BWF.BWFManager.GetAllMT (
    out System.Collections.Generic.List< string > result,
    ref string text,
    Model.ManagerMask mask = Model.ManagerMask.All,
    params string[] sourceNames ) [static]
```

Searches for unwanted words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.27.2.5 Load()

```
static void Crosstales.BWF.BWFManager.Load (
    Model.ManagerMask mask = Model.ManagerMask.All ) [static]
```

Loads the filter of a manager.

Parameters

<i>mask</i>	Active manager (default: ManagerMask.All, optional)
-------------	---

5.27.2.6 Mark() [1/2]

```
static string Crosstales.BWF.BWFManager.Mark (
    string text,
```

```
bool replace = false,
string prefix = "<b><color=red>",
string postfix = "</color></b>",
Model.ManagerMask mask = Model.ManagerMask.All,
params string[] sourceNames ) [static]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing unwanted words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.27.2.7 Mark() [2/2]

```
static string Crosstales.BWF.BWFManager.Mark (
    string text,
    System.Collections.Generic.List< string > unwantedWords,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Marks the text with a prefix and postfix from a list of words. Use this method if you already have a list of bad words (e.g. from the 'GetAll()' method).

Parameters

<i>text</i>	Text containing unwanted words
<i>unwantedWords</i>	Unwanted words to mark
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

Returns

Text with marked unwanted words

5.27.2.8 ReplaceAll()

```
static string Crosstales.BWF.BWFManager.ReplaceAll (
    string text,
```

```
Model.ManagerMask mask = Model.ManagerMask.All,  
params string[] sourceNames ) [static]
```

Searches and replaces all unwanted words in a text.

Parameters

<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

5.27.2.9 ReplaceAllMT()

```
static void Crosstales.BWF.BWFManager.ReplaceAllMT (  
    out string result,  
    ref string text,  
    Model.ManagerMask mask = Model.ManagerMask.All,  
    params string[] sourceNames ) [static]
```

Searches and replaces all unwanted words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: clean text
<i>text</i>	Text to check
<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

5.27.2.10 Sources()

```
static System.Collections.Generic.List<Data.Source> Crosstales.BWF.BWFManager.Sources (  
    Model.ManagerMask mask = Model.ManagerMask.All ) [static]
```

Returns all sources for a manager.

Parameters

<i>mask</i>	Active manager (default: Model.ManagerMask.All, optional)
-------------	---

Returns

List with all sources for the selected manager

5.27.2.11 Unmark()

```
static string Crosstales.BWF.BWFManager.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked unwanted words
<i>prefix</i>	Prefix for every found unwanted word (optional)
<i>postfix</i>	Postfix for every found unwanted word (optional)

Returns

Text with unmarked unwanted words

5.27.3 Property Documentation

5.27.3.1 isReady

```
bool Crosstales.BWF.BWFManager.isReady [static], [get]
```

Checks the readiness status of all managers.

Returns

True if all managers are ready.

5.27.3.2 OnBWFRReady

```
BWFRReady Crosstales.BWF.BWFManager.OnBWFRReady [static], [add], [remove]
```

An event triggered whenever **BWF** is ready.

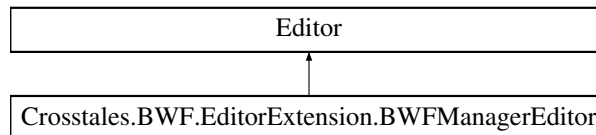
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/BWFManager.cs

5.28 Crosstales.BWF.EditorExtension.BWFManagerEditor Class Reference

Custom editor for the '[BWFManager](#)'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.BWFManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()

5.28.1 Detailed Description

Custom editor for the '[BWFManager](#)'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Extension/BWFManagerEditor.cs

5.29 Crosstales.BWF.EditorIntegration.BWFMenu Class Reference

Editor component for the "Tools"-menu.

Static Public Member Functions

- static void **CreateSource** ()

5.29.1 Detailed Description

Editor component for the "Tools"-menu.

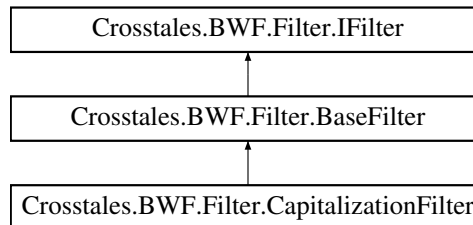
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Integration/BWFMenu.cs

5.30 Crosstales.BWF.Filter.CapitalizationFilter Class Reference

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.CapitalizationFilter:



Public Member Functions

- [CapitalizationFilter](#) (int capitalizationCharsNumber)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]
RegEx to find excessive capitalization.
- int? [CharacterNumber](#) [get, set]
Defines the number of allowed capital letters in a row.
- override bool [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.30.1 Detailed Description

[Filter](#) for excessive capitalization. The class can also replace all capitalizations inside a string.

5.30.2 Constructor & Destructor Documentation

5.30.2.1 CapitalizationFilter()

```
Crosstales.BWF.Filter.CapitalizationFilter.CapitalizationFilter (
    int capitalizationCharsNumber )
```

Instantiate the class.

Parameters

<i>capitalizationCharsNumber</i>	Defines the number of allowed capital letters in a row.
----------------------------------	---

5.30.3 Member Function Documentation

5.30.3.1 Contains()

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.CapitalizationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.CapitalizationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.30.4 Property Documentation

5.30.4.1 CharacterNumber

```
int? Crosstales.BWF.Filter.CapitalizationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed capital letters in a row.

5.30.4.2 isReady

```
override bool Crosstales.BWF.Filter.CapitalizationFilter.isReady [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.30.4.3 RegularExpression

System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.CapitalizationFilter.Regular←
Expression [get]

RegEx to find excessive capitalization.

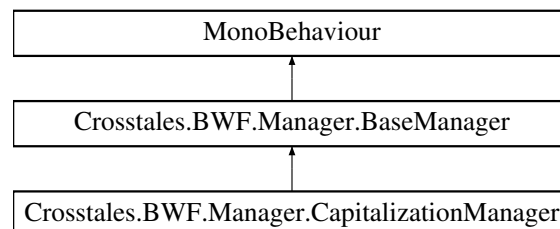
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔
Filter/CapitalizationFilter.cs

5.31 Crosstales.BWF.Manager.CapitalizationManager Class Reference

[Manager](#) for excessive capitalization.

Inheritance diagram for Crosstales.BWF.Manager.CapitalizationManager:



Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- static void **Load** ()
Loads the current filter with all settings from this object.
- static bool **Contains** (string text)
Searches for excessive capitalizations in a text.
- static void **ContainsMT** (out bool result, string text)
Searches for excessive capitalizations in a text (call as thread).
- static System.Collections.Generic.List< string > **GetAll** (string text)
Searches for excessive capitalizations in a text.
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string text)
Searches for excessive capitalizations in a text (call as thread).
- static string **ReplaceAll** (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive capitalizations in a text.
- static void **ReplaceAllMT** (out string result, string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive capitalizations in a text (call as thread).
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.
- static string **Mark** (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix.

Public Attributes

- int [CapitalizationCharsNumber](#) = 3
Defines the number of allowed capital letters in a row. (default: 1).

Properties

- static int? [CharacterNumber](#) [get, set]
Defines the number of allowed punctuation letters in a row.
- static bool [isReady](#) [get]
Checks the readiness status of the manager.

5.31.1 Detailed Description

[Manager](#) for excessive capitalization.

5.31.2 Member Function Documentation

5.31.2.1 Contains()

```
static bool Crosstales.BWF.Manager.CapitalizationManager.Contains (  
    string text ) [static]
```

Searches for excessive capitalizations in a text.

Parameters

<i>text</i>	Text to check
-------------	---------------

Returns

True if a match was found

5.31.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ContainsMT (  
    out bool result,  
    string text ) [static]
```

Searches for excessive capitalizations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check

Returns

True if a match was found

5.31.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.CapitalizationManager.GetAll (
    string text ) [static]
```

Searches for excessive capitalizations in a text.

Parameters

<i>text</i>	Text to check
-------------	---------------

Returns

List with all the matches

5.31.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.GetAllMT (
    out System.Collections.Generic.List< string > result,
    string text ) [static]
```

Searches for excessive capitalizations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check

5.31.2.5 Load()

```
static void Crosstales.BWF.Manager.CapitalizationManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.31.2.6 Mark()

```
static string Crosstales.BWF.Manager.CapitalizationManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing excessive capitalizations
<i>replace</i>	Replace the excessive capitalizations (default: false, optional)
<i>prefix</i>	Prefix for every found capitalizations (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalizations (default: bold and red, optional)

Returns

Text with marked excessive capitalizations

5.31.2.7 ReplaceAll()

```
static string Crosstales.BWF.Manager.CapitalizationManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" ) [static]
```

Searches and replaces all excessive capitalizations in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found capitalization (optional)
<i>postfix</i>	Postfix for every found capitalization (optional)

Returns

Clean text

5.31.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.CapitalizationManager.ReplaceAllMT (
    out string result,
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "" ) [static]
```

Searches and replaces all excessive capitalizations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: clean text
<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found capitalization (optional)
<i>postfix</i>	Postfix for every found capitalization (optional)

5.31.2.9 Reset()

```
static void Crosstales.BWF.Manager.CapitalizationManager.Reset ( ) [static]
```

Resets this object.

5.31.2.10 Unmark()

```
static string Crosstales.BWF.Manager.CapitalizationManager.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked excessive capitalizations
<i>prefix</i>	Prefix for every found capitalization (default: bold and red, optional)
<i>postfix</i>	Postfix for every found capitalization (default: bold and red, optional)

Returns

Text with unmarked excessive capitalizations

5.31.3 Member Data Documentation

5.31.3.1 CapitalizationCharsNumber

```
int Crosstales.BWF.Manager.CapitalizationManager.CapitalizationCharsNumber = 3
```

Defines the number of allowed capital letters in a row. (default: 1).

5.31.4 Property Documentation

5.31.4.1 CharacterNumber

```
int? Crosstales.BWF.Manager.CapitalizationManager.CharacterNumber [static], [get], [set]
```

Defines the number of allowed punctuation letters in a row.

5.31.4.2 isReady

```
bool Crosstales.BWF.Manager.CapitalizationManager.isReady [static], [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

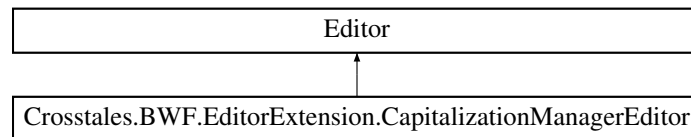
The documentation for this class was generated from the following file:

- D:/slauberberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵ Manager/CapitalizationManager.cs

5.32 Crosstales.BWF.EditorExtension.CapitalizationManagerEditor Class Reference

Custom editor for the 'CapitalizationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.CapitalizationManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.32.1 Detailed Description

Custom editor for the 'CapitalizationManager'-class.

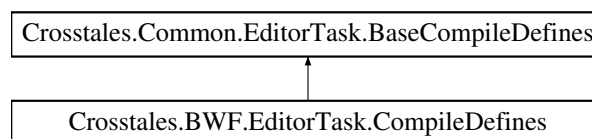
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Extension/CapitalizationManagerEditor.cs

5.33 Crosstales.BWF.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.BWF.EditorTask.CompileDefines:



Additional Inherited Members

5.33.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Task/CompileDefines.cs

5.34 Crosstales.BWF.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG || [Constants.DEV_DEBUG](#)
Enable or disable debug logging for the asset.
- static bool [DEBUG_BADWORDS](#) = Constants.DEFAULT_DEBUG_BADWORDS
Enable or disable debug logging for BadWords (Attention: slow!).
- static bool [DEBUG_DOMAINS](#) = Constants.DEFAULT_DEBUG_DOMAINS
Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).
- static bool [ENSURE_NAME](#) = Constants.DEFAULT_ENSURE_NAME
Enable or disable the ensuring the name of the [BWF](#) gameobject.
- static bool [isLoading](#) = false
Is the configuration loaded?

5.34.1 Detailed Description

Configuration for the asset.

5.34.2 Member Function Documentation

5.34.2.1 Load()

```
static void Crosstales.BWF.Util.Config.Load ( ) [static]
```

Loads all changeable variables.

5.34.2.2 Reset()

```
static void Crosstales.BWF.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.34.2.3 Save()

```
static void Crosstales.BWF.Util.Config.Save ( ) [static]
```

Saves all changeable variables.

5.34.3 Member Data Documentation

5.34.3.1 DEBUG

```
bool Crosstales.BWF.Util.Config.DEBUG = Constants.DEFAULT_DEBUG || Constants.DEV_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.34.3.2 DEBUG_BADWORDS

```
bool Crosstales.BWF.Util.Config.DEBUG_BADWORDS = Constants.DEFAULT_DEBUG_BADWORDS [static]
```

Enable or disable debug logging for BadWords (Attention: slow!).

5.34.3.3 DEBUG_DOMAINS

```
bool Crosstales.BWF.Util.Config.DEBUG_DOMAINS = Constants.DEFAULT_DEBUG_DOMAINS [static]
```

Enable or disable debug logging for Domains (Attention: VERY SLOOOOOOOOWWWW!).

5.34.3.4 ENSURE_NAME

```
bool Crosstales.BWF.Util.Config.ENSURE_NAME = Constants.DEFAULT_ENSURE_NAME [static]
```

Enable or disable the ensuring the name of the [BWF](#) gameobject.

5.34.3.5 isLoaded

```
bool Crosstales.BWF.Util.Config.isLoaded = false [static]
```

Is the configuration loaded?

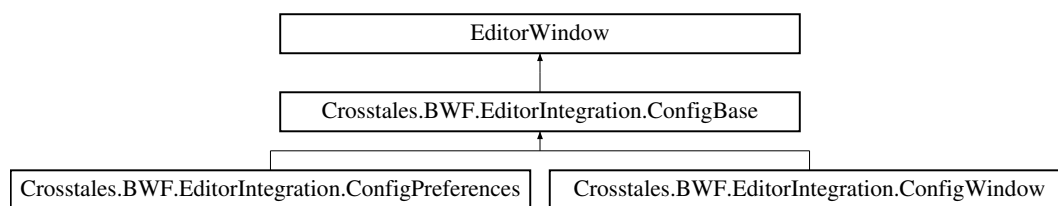
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Util/Config.cs

5.35 Crosstales.BWF.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.35.1 Detailed Description

Base class for editor windows.

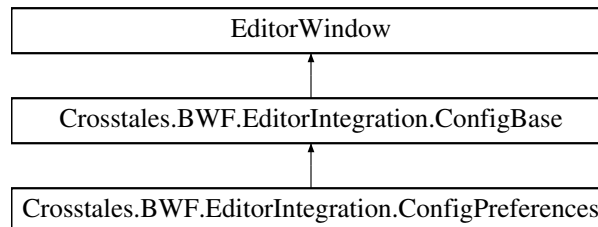
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Integration/ConfigBase.cs

5.36 Crosstales.BWF.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.36.1 Detailed Description

Unity "Preferences" extension.

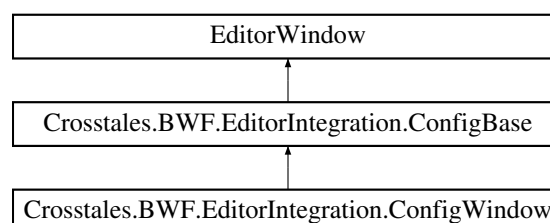
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Integration/ConfigPreferences.cs

5.37 Crosstales.BWF.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.BWF.EditorIntegration.ConfigWindow:



Public Member Functions

- void **OnEnable** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.37.1 Detailed Description

Editor window extension.

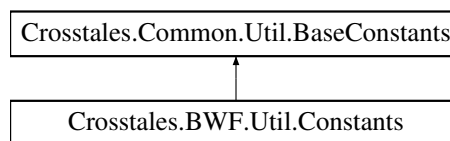
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Integration/ConfigWindow.cs

5.38 Crosstales.BWF.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.BWF.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Bad Word Filter PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "BWF PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2020.1.4"
Version of the asset.
- const int **ASSET_BUILD** = 20200422
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2015, 1, 3)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2020, 4, 22)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/26255?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_2019_URL** = "https://www.assetstore.unity3d.com/#!/content/26255?aid=1011INGT"
URL of the 2019 asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/bwf_versions.txt"
URL for update-checks of the asset

- const string **ASSET_CONTACT** = "bwf@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "http://www.crosstales.com/en/assets/badwordfilter/api"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obscenity.289960/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio//badwordfilter/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_PROMO** = "https://youtu.be/pXICeRKaRPM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the promotion video of the asset (Youtube).
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/W8FxFIIObWM?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_PREFIX** = "BWF_CFG_"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_DEBUG_BADWORDS** = KEY_PREFIX + "DEBUG_BADWORDS"
- const string **KEY_DEBUG_DOMAINS** = KEY_PREFIX + "DEBUG_DOMAINS"
- const string **KEY_ENSURE_NAME** = KEY_PREFIX + "ENSURE_NAME"
- const bool **DEFAULT_DEBUG_BADWORDS** = false
- const bool **DEFAULT_DEBUG_DOMAINS** = false
- const bool **DEFAULT_ENSURE_NAME** = true
- const string **MANAGER_SCENE_OBJECT_NAME** = "BWF"
BWF prefab scene name.
- static int **WWW_TIMEOUT** = 5
Timeout for the UnityWebRequest-class in seconds.

Additional Inherited Members

5.38.1 Detailed Description

Collected constants of very general utility for the asset.

5.38.2 Member Data Documentation

5.38.2.1 ASSET_2019_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_2019_URL = "https://www.assetstore.unity3d.com/#!/content/26255?aid=10111NGT" [static]
```

URL of the 2019 asset in UAS.

5.38.2.2 ASSET_API_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_API_URL = "http://www.crosstales.com/en/assets/badwordfilter/"  
[static]
```

URL of the asset API.

5.38.2.3 ASSET_BUILD

```
const int Crosstales.BWF.Util.Constants.ASSET_BUILD = 20200422 [static]
```

Build number of the asset.

5.38.2.4 ASSET_CHANGED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CHANGED = new System.DateTime(2020,  
4, 22) [static]
```

Change date of the asset (YYYY, MM, DD).

5.38.2.5 ASSET_CONTACT

```
const string Crosstales.BWF.Util.Constants.ASSET_CONTACT = "bwf@crosstales.com" [static]
```

Contact to the owner of the asset.

5.38.2.6 ASSET_CREATED

```
readonly System.DateTime Crosstales.BWF.Util.Constants.ASSET_CREATED = new System.DateTime(2015,  
1, 3) [static]
```

Create date of the asset (YYYY, MM, DD).

5.38.2.7 ASSET_FORUM_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/bad-word-filter-  
289960/" [static]
```

URL of the asset forum.

5.38.2.8 ASSET_MANUAL_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/ba  
WordFilter-doc.pdf" [static]
```

URL of the asset manual.

5.38.2.9 ASSET_NAME

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME = "Bad Word Filter PRO" [static]
```

Name of the asset.

5.38.2.10 ASSET_NAME_SHORT

```
const string Crosstales.BWF.Util.Constants.ASSET_NAME_SHORT = "BWF PRO" [static]
```

Short name of the asset.

5.38.2.11 ASSET_PRO_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/26255?<br>NGT" [static]
```

URL of the PRO asset in UAS.

5.38.2.12 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.<br>com/media/assets/bwf_versions.txt" [static]
```

URL for update-checks of the asset

5.38.2.13 ASSET_VERSION

```
const string Crosstales.BWF.Util.Constants.ASSET_VERSION = "2020.1.4" [static]
```

Version of the asset.

5.38.2.14 ASSET_VIDEO_PROMO

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_PROMO = "https://youtu.be/pXICeRkaR↵  
PM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

URL of the promotion video of the asset (Youtube).

5.38.2.15 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.BWF.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/W8FxFli↵  
ObWM?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

URL of the tutorial video of the asset (Youtube).

5.38.2.16 ASSET_WEB_URL

```
const string Crosstales.BWF.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio//badwordfi  
[static]
```

URL of the asset in crosstales.

5.38.2.17 MANAGER_SCENE_OBJECT_NAME

```
const string Crosstales.BWF.Util.Constants.MANAGER_SCENE_OBJECT_NAME = "BWF" [static]
```

[BWF](#) prefab scene name.

5.38.2.18 WWW_TIMEOUT

```
int Crosstales.BWF.Util.Constants.WWW_TIMEOUT = 5 [static]
```

Timeout for the UnityWebRequest-class in seconds.

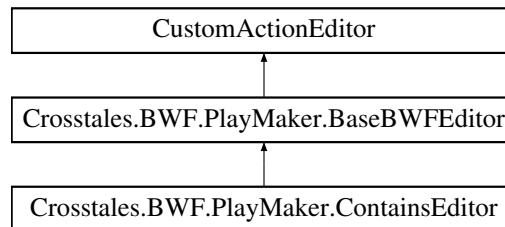
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵
Util/Constants.cs

5.39 Crosstales.BWF.PlayMaker.ContainsEditor Class Reference

Custom editor for the ContainsString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ContainsEditor:



Additional Inherited Members

5.39.1 Detailed Description

Custom editor for the ContainsString-action.

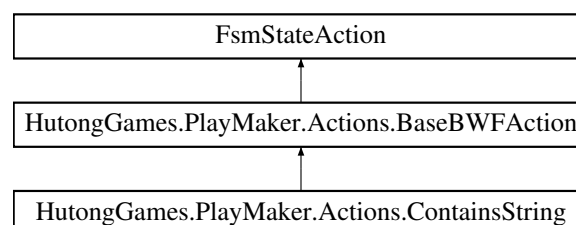
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔ PlayMaker/Editor/ContainsEditor.cs

5.40 HutongGames.PlayMaker.Actions.ContainsString Class Reference

Contains-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ContainsString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmString [Text](#)
Input string for validation.
- FsmBool [Contains](#)
True if 'Text' contains any bad words.

Additional Inherited Members

5.40.1 Detailed Description

Contains-action for strings in [PlayMaker](#).

5.40.2 Member Data Documentation

5.40.2.1 Contains

```
FsmBool HutongGames.PlayMaker.Actions.ContainsString.Contains
```

True if 'Text' contains any bad words.

5.40.2.2 Text

```
FsmString HutongGames.PlayMaker.Actions.ContainsString.Text
```

Input string for validation.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ContainsString.cs

5.41 Crosstales.Common.Util.CTPlayerPrefs Class Reference

Wrapper for the PlayerPrefs.

Static Public Member Functions

- static bool [HasKey](#) (string key)
Exists the key?
- static void [DeleteAll](#) ()
Deletes all keys.
- static void [DeleteKey](#) (string key)
Delete the key.
- static void [Save](#) ()
Saves all modifications.
- static string [GetString](#) (string key)
Allows to get a string from a key.
- static float [GetFloat](#) (string key)
Allows to get a float from a key.
- static int [GetInt](#) (string key)
Allows to get an int from a key.
- static bool [GetBool](#) (string key)
Allows to get a bool from a key.
- static System.DateTime [GetDate](#) (string key)
Allows to get a DateTime from a key.
- static void [SetString](#) (string key, string value)
Allows to set a string for a key.
- static void [SetFloat](#) (string key, float value)
Allows to set a float for a key.
- static void [SetInt](#) (string key, int value)
Allows to set an int for a key.
- static void [SetBool](#) (string key, bool value)
Allows to set a bool for a key.
- static void [SetDate](#) (string key, System.DateTime value)
Allows to set a DateTime for a key.

5.41.1 Detailed Description

Wrapper for the PlayerPrefs.

5.41.2 Member Function Documentation

5.41.2.1 DeleteAll()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteAll ( ) [static]
```

Deletes all keys.

5.41.2.2 DeleteKey()

```
static void Crosstales.Common.Util.CTPlayerPrefs.DeleteKey (  
    string key ) [static]
```

Delete the key.

Parameters

<i>key</i>	Key to delete in the PlayerPrefs.
------------	-----------------------------------

5.41.2.3 GetBool()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.GetBool (
    string key ) [static]
```

Allows to get a bool from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.4 GetDate()

```
static System.DateTime Crosstales.Common.Util.CTPlayerPrefs.GetDate (
    string key ) [static]
```

Allows to get a DateTime from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.5 GetFloat()

```
static float Crosstales.Common.Util.CTPlayerPrefs.GetFloat (
    string key ) [static]
```

Allows to get a float from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.6 GetInt()

```
static int Crosstales.Common.Util.CTPlayerPrefs.GetInt (
    string key ) [static]
```

Allows to get an int from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.7 GetString()

```
static string Crosstales.Common.Util.CTPlayerPrefs.GetString (
    string key ) [static]
```

Allows to get a string from a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.8 HasKey()

```
static bool Crosstales.Common.Util.CTPlayerPrefs.HasKey (
    string key ) [static]
```

Exists the key?

Parameters

<i>key</i>	Key for the PlayerPrefs.
------------	--------------------------

Returns

Value for the key.

5.41.2.9 Save()

```
static void Crosstales.Common.Util.CTPlayerPrefs.Save ( ) [static]
```

Saves all modifications.

5.41.2.10 SetBool()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetBool (
    string key,
    bool value ) [static]
```

Allows to set a bool for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.41.2.11 SetDate()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetDate (
    string key,
    System.DateTime value ) [static]
```

Allows to set a DateTime for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.41.2.12 SetFloat()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetFloat (
    string key,
    float value ) [static]
```

Allows to set a float for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.41.2.13 SetInt()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetInt (
    string key,
    int value ) [static]
```

Allows to set an int for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

5.41.2.14 SetString()

```
static void Crosstales.Common.Util.CTPlayerPrefs.SetString (
    string key,
    string value ) [static]
```

Allows to set a string for a key.

Parameters

<i>key</i>	Key for the PlayerPrefs.
<i>value</i>	Value for the PlayerPrefs.

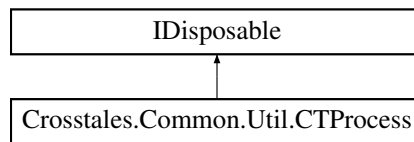
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTPlayerPrefs.cs

5.42 Crosstales.Common.Util.CTProcess Class Reference

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

Inheritance diagram for Crosstales.Common.Util.CTProcess:



Public Member Functions

- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()
- void **Start** ()
Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.
- void **Start** (CTProcessStartInfo info)
Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..
- void **Kill** ()
Immediately stops the associated process.
- void **WaitForExit** (int milliseconds=0)
- void **BeginOutputReadLine** ()
- void **BeginErrorReadLine** ()
- void **Dispose** ()

Properties

- IntPtr **Handle** [get]
Gets the native handle of the associated process.
- int **Id** [get]
Gets the unique identifier for the associated process.
- CTProcessStartInfo **StartInfo** [get, set]
*Gets or sets the properties to pass to the **Start()** method of the Process.*
- bool **HasExited** [get]
Gets a value indicating whether the associated process has been terminated.
- uint **ExitCode** [get]

- Gets the value that the associated process specified when it terminated.*
- DateTime [StartTime](#) [get]
Gets the time that the associated process was started.
- DateTime [ExitTime](#) [get]
Gets the time that the associated process exited.
- System.IO.StreamReader [StandardOutput](#) [get]
Gets a stream used to read the textual output of the application.
- System.IO.StreamReader [StandardError](#) [get]
Gets a stream used to read the error output of the application.
- bool [isBusy](#) [get]
Gets a value indicating whether the associated process has been busy.
- EventHandler **Exited**
- System.Diagnostics.DataReceivedEventHandler **OutputDataReceived**
- System.Diagnostics.DataReceivedEventHandler **ErrorDataReceived**

5.42.1 Detailed Description

Native process class for standalone IL2CPP-builds (mimicking the missing "System.Diagnostics.Process"-class with the most important properties, methods and events).

5.42.2 Member Function Documentation

5.42.2.1 Kill() [1/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.42.2.2 Kill() [2/2]

```
void Crosstales.Common.Util.CTProcess.Kill ( )
```

Immediately stops the associated process.

5.42.2.3 Start() [1/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.42.2.4 Start() [2/4]

```
void Crosstales.Common.Util.CTProcess.Start ( )
```

Starts (or reuses) the process resource that is specified by the StartInfo property of this Process component and associates it with the component.

5.42.2.5 Start() [3/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.42.2.6 Start() [4/4]

```
void Crosstales.Common.Util.CTProcess.Start (
    CTProcessStartInfo info )
```

Starts the process resource that is specified by the parameter containing process start information (for example, the file name of the process to start) and associates the resource with a new Process component..

5.42.3 Property Documentation

5.42.3.1 ExitCode

```
uint Crosstales.Common.Util.CTProcess.ExitCode [get]
```

Gets the value that the associated process specified when it terminated.

5.42.3.2 ExitTime

```
DateTime Crosstales.Common.Util.CTProcess.ExitTime [get]
```

Gets the time that the associated process exited.

5.42.3.3 Handle

```
IntPtr Crosstales.Common.Util.CTProcess.Handle [get]
```

Gets the native handle of the associated process.

5.42.3.4 HasExited

```
bool Crosstales.Common.Util.CTProcess.HasExited [get]
```

Gets a value indicating whether the associated process has been terminated.

5.42.3.5 Id

```
int Crosstales.Common.Util.CTProcess.Id [get]
```

Gets the unique identifier for the associated process.

5.42.3.6 isBusy

```
bool Crosstales.Common.Util.CTProcess.isBusy [get]
```

Gets a value indicating whether the associated process has been busy.

5.42.3.7 StandardError

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardError [get]
```

Gets a stream used to read the error output of the application.

5.42.3.8 StandardOutput

```
System.IO.StreamReader Crosstales.Common.Util.CTProcess.StandardOutput [get]
```

Gets a stream used to read the textual output of the application.

5.42.3.9 StartInfo

`CTProcessStartInfo` Crosstales.Common.Util.CTProcess.StartInfo [get], [set]

Gets or sets the properties to pass to the [Start\(\)](#) method of the Process.

5.42.3.10 StartTime

`DateTime` Crosstales.Common.Util.CTProcess.StartTime [get]

Gets the time that the associated process was started.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CT↵
Process.cs

5.43 Crosstales.Common.Util.CTProcessStartInfo Class Reference

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.Process↵
StartInfo"-class with the most important properties).

Properties

- bool [UseThread](#) [get, set]
Gets or sets the application to be threaded.
- bool [UseCmdExecute](#) [get, set]
Gets or sets the application to be started in cmd (command prompt).
- string [FileName](#) [get, set]
Gets or sets the application or document to start.
- string [Arguments](#) [get, set]
Gets or sets the set of command-line arguments to use when starting the application.
- bool [CreateNoWindow](#) [get, set]
Gets or sets a value indicating whether to start the process in a new window.
- string [WorkingDirectory](#) [get, set]
Gets or sets the working directory for the process to be started.
- bool [RedirectStandardOutput](#) [get, set]
Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.
- bool [RedirectStandardError](#) [get, set]
Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.
- System.Text.Encoding [StandardOutputEncoding](#) [get, set]
Gets or sets the preferred encoding for standard output (UTF8 per default).
- System.Text.Encoding [StandardErrorEncoding](#) [get, set]
Gets or sets the preferred encoding for error output (UTF8 per default).
- bool [UseShellExecute](#) [get, set]
Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.43.1 Detailed Description

Specifies a set of values that are used when you start a process (mimicking the "System.Diagnostics.ProcessStartInfo"-class with the most important properties).

5.43.2 Property Documentation

5.43.2.1 Arguments

```
string Crosstales.Common.Util.CTProcessStartInfo.Arguments [get], [set]
```

Gets or sets the set of command-line arguments to use when starting the application.

5.43.2.2 CreateNoWindow

```
bool Crosstales.Common.Util.CTProcessStartInfo.CreateNoWindow [get], [set]
```

Gets or sets a value indicating whether to start the process in a new window.

5.43.2.3 FileName

```
string Crosstales.Common.Util.CTProcessStartInfo.FileName [get], [set]
```

Gets or sets the application or document to start.

5.43.2.4 RedirectStandardError

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardError [get], [set]
```

Gets or sets a value that indicates whether the error output of an application is written to the StandardError stream.

5.43.2.5 RedirectStandardOutput

```
bool Crosstales.Common.Util.CTProcessStartInfo.RedirectStandardOutput [get], [set]
```

Gets or sets a value that indicates whether the textual output of an application is written to the StandardOutput stream.

5.43.2.6 StandardErrorEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardErrorEncoding [get],  
[set]
```

Gets or sets the preferred encoding for error output (UTF8 per default).

5.43.2.7 StandardOutputEncoding

```
System.Text.Encoding Crosstales.Common.Util.CTProcessStartInfo.StandardOutputEncoding [get],  
[set]
```

Gets or sets the preferred encoding for standard output (UTF8 per default).

5.43.2.8 UseCmdExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseCmdExecute [get], [set]
```

Gets or sets the application to be started in cmd (command prompt).

5.43.2.9 UseShellExecute

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseShellExecute [get], [set]
```

Gets or sets a value indicating whether to use the operating system shell to start the process (ignored, always false).

5.43.2.10 UseThread

```
bool Crosstales.Common.Util.CTProcessStartInfo.UseThread [get], [set]
```

Gets or sets the application to be threaded.

5.43.2.11 WorkingDirectory

```
string Crosstales.Common.Util.CTProcessStartInfo.WorkingDirectory [get], [set]
```

Gets or sets the working directory for the process to be started.

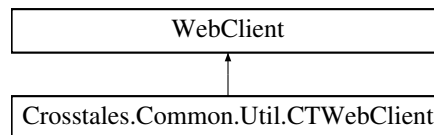
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTProcess.cs

5.44 Crosstales.Common.Util.CTWebClient Class Reference

Specialized WebClient.

Inheritance diagram for Crosstales.Common.Util.CTWebClient:



Public Member Functions

- **CTWebClient** (int timeout, int connectionLimit=20)
- System.Net.WebRequest **CTGetWebRequest** (string uri)

Protected Member Functions

- override System.Net.WebRequest **GetWebRequest** (System.Uri uri)

Properties

- int **Timeout** [get, set]
Timeout in milliseconds
- int **ConnectionLimit** [get, set]
Connection limit for all WebClients

5.44.1 Detailed Description

Specialized WebClient.

5.44.2 Property Documentation

5.44.2.1 ConnectionLimit

```
int Crosstales.Common.Util.CTWebClient.ConnectionLimit [get], [set]
```

Connection limit for all WebClients

5.44.2.2 Timeout

```
int Crosstales.Common.Util.CTWebClient.Timeout [get], [set]
```

Timeout in milliseconds

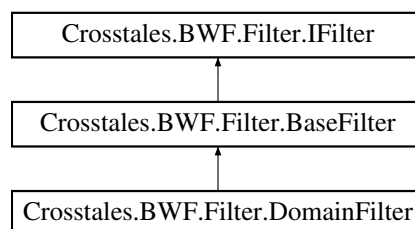
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/CTWebClient.cs

5.45 Crosstales.BWF.Filter.DomainFilter Class Reference

[Filter](#) for domains. The class can also replace all domains inside a string.

Inheritance diagram for Crosstales.BWF.Filter.DomainFilter:



Public Member Functions

- [DomainFilter](#) (System.Collections.Generic.List< [Provider.DomainProvider](#) > domainProvider, string replaceCharacters)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Public Attributes

- string [ReplaceCharacters](#)
Replace characters for domains.

Properties

- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#) [get, set]
List of all domain providers.
- override bool [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.45.1 Detailed Description

[Filter](#) for domains. The class can also replace all domains inside a string.

5.45.2 Constructor & Destructor Documentation

5.45.2.1 DomainFilter()

```
Crosstales.BWF.Filter.DomainFilter.DomainFilter (
    System.Collections.Generic.List< Provider.DomainProvider > domainProvider,
    string replaceCharacters )
```

Instantiate the class.

Parameters

<i>domainProvider</i>	List of all domain providers.
<i>replaceCharacters</i>	Replace characters for domains.

5.45.3 Member Function Documentation

5.45.3.1 Contains()

```
override bool Crosstales.BWF.Filter.DomainFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.45.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.DomainFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.45.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.DomainFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.45.4 Member Data Documentation

5.45.4.1 ReplaceCharacters

```
string Crosstales.BWF.Filter.DomainFilter.ReplaceCharacters
```

Replace characters for domains.

5.45.5 Property Documentation

5.45.5.1 DomainProvider

```
System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Filter.DomainFilter.↔  
DomainProvider [get], [set]
```

List of all domain providers.

Returns

All domain providers.

5.45.5.2 isReady

```
override bool Crosstales.BWF.Filter.DomainFilter.isReady [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

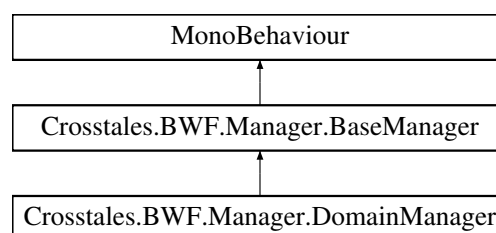
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔
Filter/DomainFilter.cs

5.46 Crosstales.BWF.Manager.DomainManager Class Reference

[Manager](#) for domains.

Inheritance diagram for Crosstales.BWF.Manager.DomainManager:



Public Member Functions

- void **OnEnable** ()

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- static void **Load** ()
Loads the current filter with all settings from this object.
- static bool **Contains** (string text, params string[] sourceNames)
Searches for domains in a text.
- static void **ContainsMT** (out bool result, string text, params string[] sourceNames)
Searches for domains in a text (call as thread).
- static System.Collections.Generic.List< string > **GetAll** (string text, params string[] sourceNames)
Searches for domains in a text.
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string text, params string[] sourceNames)
Searches for domains in a text (call as thread).
- static string **ReplaceAll** (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all domains in a text.
- static void **ReplaceAllMT** (out string result, string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text (call as thread).
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.
- static string **Mark** (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.

Public Attributes

- string **ReplaceChars** = "*"
 - Replace characters for domains (default: *).*
- System.Collections.Generic.List< [Provider.DomainProvider](#) > [DomainProvider](#)
 - List of all domain providers.*

Properties

- static string? **ReplaceCharacters** [get, set]
Replace characters for domains.
- static bool **isReady** [get]
Checks the readiness status of the manager.
- static System.Collections.Generic.List< [Data.Source](#) > [Sources](#) [get]
Returns all sources for the manager.

5.46.1 Detailed Description

[Manager](#) for domains.

5.46.2 Member Function Documentation

5.46.2.1 Contains()

```
static bool Crosstales.BWF.Manager.DomainManager.Contains (  
    string text,  
    params string[] sourceNames ) [static]
```

Searches for domains in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

True if a match was found

5.46.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.DomainManager.ContainsMT (  
    out bool result,  
    string text,  
    params string[] sourceNames ) [static]
```

Searches for domains in a text (call as thread).

Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

True if a match was found

5.46.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.DomainManager.GetAll (
    string text,
    params string[] sourceNames ) [static]
```

Searches for domains in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

List with all the matches

5.46.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.DomainManager.GetAllMT (
    out System.Collections.Generic.List< string > result,
    string text,
    params string[] sourceNames ) [static]
```

Searches for domains in a text (call as thread).

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

5.46.2.5 Load()

```
static void Crosstales.BWF.Manager.DomainManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.46.2.6 Mark()

```
static string Crosstales.BWF.Manager.DomainManager.Mark (
    string text,
```

```
bool replace = false,
string prefix = "<b><color=red>",
string postfix = "</color></b>",
params string[] sourceNames ) [static]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing domains
<i>replace</i>	Replace the domains (default: false, optional)
<i>prefix</i>	Prefix for every found domain (default: bold and red, optional)
<i>postfix</i>	Postfix for every found domain (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

Text with marked domains

5.46.2.7 ReplaceAll()

```
static string Crosstales.BWF.Manager.DomainManager.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [static]
```

Searches and replaces all domains in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found domain (optional)
<i>postfix</i>	Postfix for every found domain (optional)
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

Returns

Clean text

5.46.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.DomainManager.ReplaceAllMT (
    out string result,
```

```
string text,  
bool markOnly = false,  
string prefix = "",  
string postfix = "",  
params string[] sourceNames ) [static]
```

Searches and replaces all bad words in a text (call as thread).

Parameters

<i>result</i>	out-parameter: clean text
<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found domain (optional)
<i>postfix</i>	Postfix for every found domain (optional)
<i>sourceNames</i>	Relevant sources (e.g. "iana", optional)

5.46.2.9 Reset()

```
static void Crosstales.BWF.Manager.DomainManager.Reset ( ) [static]
```

Resets this object.

5.46.2.10 Unmark()

```
static string Crosstales.BWF.Manager.DomainManager.Unmark (  
    string text,  
    string prefix = "<b><color=red>",  
    string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked domains
<i>prefix</i>	Prefix for every found domain (default: bold and red, optional)
<i>postfix</i>	Postfix for every found domain (default: bold and red, optional)

Returns

Text with unmarked domains

5.46.3 Member Data Documentation

5.46.3.1 DomainProvider

```
System.Collections.Generic.List<Provider.DomainProvider> Crosstales.BWF.Manager.DomainManager.DomainProvider
```

List of all domain providers.

5.46.3.2 ReplaceChars

```
string Crosstales.BWF.Manager.DomainManager.ReplaceChars = ""
```

Replace characters for domains (default: *).

5.46.4 Property Documentation

5.46.4.1 isReady

```
bool Crosstales.BWF.Manager.DomainManager.isReady [static], [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

5.46.4.2 ReplaceCharacters

```
string? Crosstales.BWF.Manager.DomainManager.ReplaceCharacters [static], [get], [set]
```

Replace characters for domains.

5.46.4.3 Sources

```
System.Collections.Generic.List<Data.Source> Crosstales.BWF.Manager.DomainManager.Sources [static], [get]
```

Returns all sources for the manager.

Returns

List with all sources for the manager

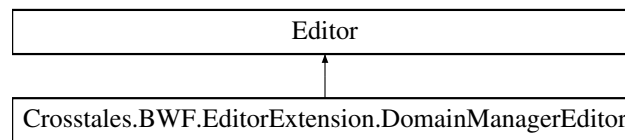
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Manager/DomainManager.cs

5.47 Crosstales.BWF.EditorExtension.DomainManagerEditor Class Reference

Custom editor for the 'DomainManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.47.1 Detailed Description

Custom editor for the 'DomainManager'-class.

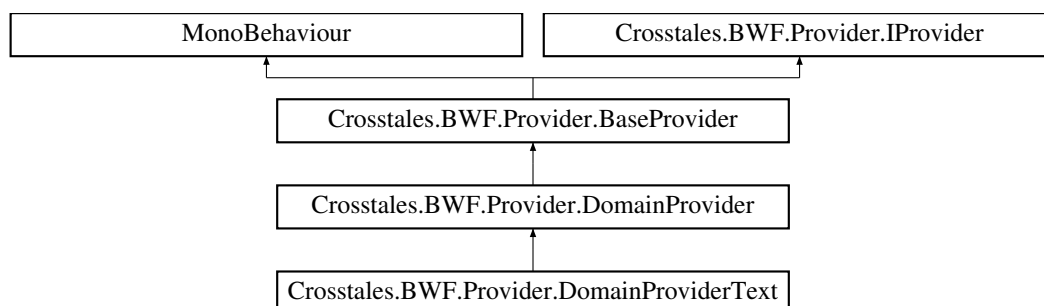
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Extension/DomainManagerEditor.cs

5.48 Crosstales.BWF.Provider.DomainProvider Class Reference

Base class for domain providers.

Inheritance diagram for Crosstales.BWF.Provider.DomainProvider:



Public Member Functions

- override void **Load** ()
Loads all sources.

Protected Member Functions

- override void [init](#) ()
Initialize the provider.

Protected Attributes

- readonly System.Collections.Generic.List< [Model.Domains](#) > **domains** = new System.Collections.Generic.List<[Model.Domains](#)>()

Properties

- System.Collections.Generic.Dictionary< string, System.Text.RegularExpressions.Regex > [DomainsRegex](#) [get, protected set]
RegEx for domains.
- System.Collections.Generic.Dictionary< string, System.Collections.Generic.List< System.Text.RegularExpressions.Regex > > [DebugDomainsRegex](#) [get, protected set]
Debug-version of "RegEx for domains".

Additional Inherited Members

5.48.1 Detailed Description

Base class for domain providers.

5.48.2 Member Function Documentation

5.48.2.1 [init\(\)](#)

```
override void Crosstales.BWF.Provider.DomainProvider.init ( ) [protected], [virtual]
```

Initialize the provider.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

5.48.2.2 [Load\(\)](#)

```
override void Crosstales.BWF.Provider.DomainProvider.Load ( ) [virtual]
```

Loads all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

Reimplemented in [Crosstales.BWF.Provider.DomainProviderText](#).

5.48.3 Property Documentation

5.48.3.1 DebugDomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Collections.Generic.List<System.Text.RegularExpressions.Regex> > Crosstales.BWF.Provider.DomainProvider.DebugDomainsRegex [get], [protected set]
```

Debug-version of "RegEx for domains".

5.48.3.2 DomainsRegex

```
System.Collections.Generic.Dictionary<string, System.Text.RegularExpressions.Regex> Crosstales.BWF.Provider.DomainProvider.DomainsRegex [get], [protected set]
```

RegEx for domains.

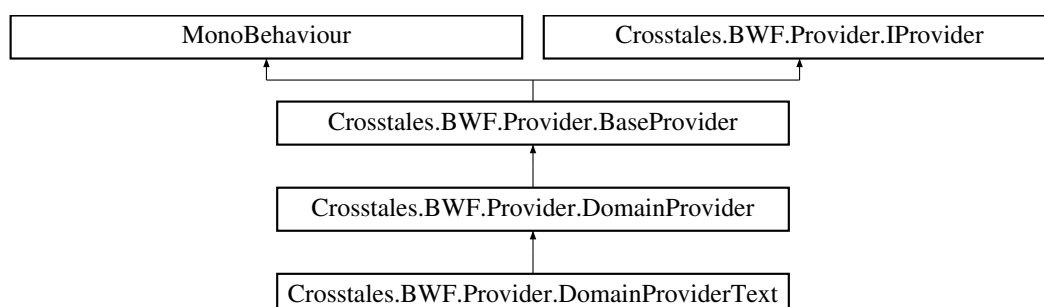
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/Provider/DomainProvider.cs

5.49 Crosstales.BWF.Provider.DomainProviderText Class Reference

Text-file based domain provider.

Inheritance diagram for Crosstales.BWF.Provider.DomainProviderText:



Public Member Functions

- override void [Load](#) ()
Loads all sources.
- override void [Save](#) ()
Saves all sources.

Additional Inherited Members

5.49.1 Detailed Description

Text-file based domain provider.

5.49.2 Member Function Documentation

5.49.2.1 Load()

```
override void Crosstales.BWF.Provider.DomainProviderText.Load ( ) [virtual]
```

Loads all sources.

Reimplemented from [Crosstales.BWF.Provider.DomainProvider](#).

5.49.2.2 Save()

```
override void Crosstales.BWF.Provider.DomainProviderText.Save ( ) [virtual]
```

Saves all sources.

Implements [Crosstales.BWF.Provider.BaseProvider](#).

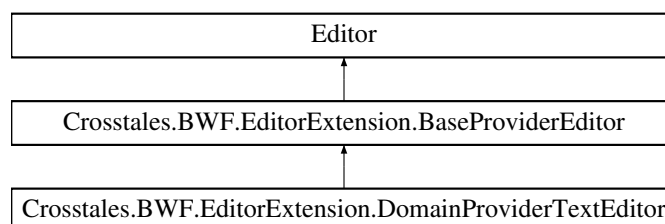
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵ Provider/DomainProviderText.cs

5.50 Crosstales.BWF.EditorExtension.DomainProviderTextEditor Class Reference

Custom editor for the 'DomainProviderText'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.DomainProviderTextEditor:



Additional Inherited Members

5.50.1 Detailed Description

Custom editor for the 'DomainProviderText'-class.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↵
Extension/DomainProviderTextEditor.cs

5.51 Crosstales.BWF.Model.Domains Class Reference

[Model](#) for a source of domains.

Public Member Functions

- [Domains](#) ([Data.Source](#) source, System.Collections.Generic.IEnumerable< string > domainList)
Instantiate the class.
- override string **Tostring** ()

Public Attributes

- [Data.Source](#) **Source**
Source-object.
- System.Collections.Generic.List< string > [DomainList](#) = new System.Collections.Generic.List<string>()
List of all domains (Regex).

5.51.1 Detailed Description

[Model](#) for a source of domains.

5.51.2 Constructor & Destructor Documentation

5.51.2.1 Domains()

```
Crosstales.BWF.Model.Domains.Domains (
    Data.Source source,
    System.Collections.Generic.IEnumerable< string > domainList )
```

Instantiate the class.

Parameters

<i>source</i>	Source-object.
<i>domainList</i>	List of all domains (RegEx).

5.51.3 Member Data Documentation

5.51.3.1 DomainList

```
System.Collections.Generic.List<string> Crosstales.BWF.Model.Domains.DomainList = new System.↵  
Collections.Generic.List<string> ()
```

List of all domains (RegEx).

5.51.3.2 Source

```
Data.Source Crosstales.BWF.Model.Domains.Source
```

Source-object.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵
Model/Domains.cs

5.52 Crosstales.BWF.EditorUtil.EditorConfig Class Reference

Editor configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads all changeable variables.
- static void [Save](#) ()
Saves all changeable variables.

Static Public Attributes

- static bool `UPDATE_CHECK` = EditorConstants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool `PREFAB_AUTOLOAD` = EditorConstants.DEFAULT_PREFAB_AUTOLOAD
Automatically load and add the prefabs to the scene.
- static bool `HIERARCHY_ICON` = EditorConstants.DEFAULT_HIERARCHY_ICON
Enable or disable the icon in the hierarchy.
- static bool `isLoading` = false
Is the configuration loaded?

Properties

- static string `ASSET_PATH` [get]
Returns the path to the asset inside the Unity project.
- static string `PREFAB_PATH` [get]
Returns the path of the prefabs.

5.52.1 Detailed Description

Editor configuration for the asset.

5.52.2 Member Function Documentation

5.52.2.1 Load()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Load ( ) [static]
```

Loads all changeable variables.

5.52.2.2 Reset()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.52.2.3 Save()

```
static void Crosstales.BWF.EditorUtil.EditorConfig.Save ( ) [static]
```

Saves all changeable variables.

5.52.3 Member Data Documentation

5.52.3.1 HIERARCHY_ICON

```
bool Crosstales.BWF.EditorUtil.EditorConfig.HIERARCHY_ICON = EditorConstants.DEFAULT_HIERARCHY_ICON [static]
```

Enable or disable the icon in the hierarchy.

5.52.3.2 isLoaded

```
bool Crosstales.BWF.EditorUtil.EditorConfig.isLoaded = false [static]
```

Is the configuration loaded?

5.52.3.3 PREFAB_AUTOLOAD

```
bool Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_AUTOLOAD = EditorConstants.DEFAULT_PREFAB_AUTOLOAD [static]
```

Automatically load and add the prefabs to the scene.

5.52.3.4 UPDATE_CHECK

```
bool Crosstales.BWF.EditorUtil.EditorConfig.UPDATE_CHECK = EditorConstants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.52.4 Property Documentation

5.52.4.1 ASSET_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.52.4.2 PREFAB_PATH

```
string Crosstales.BWF.EditorUtil.EditorConfig.PREFAB_PATH [static], [get]
```

Returns the path of the prefabs.

Returns

The path of the prefabs.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/Util/EditorConfig.cs

5.53 Crosstales.BWF.EditorUtil.EditorConstants Class Reference

Collected editor constants of very general utility for the asset.

Static Public Attributes

- const string **KEY_UPDATE_CHECK** = Util.Constants.KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_PREFAB_AUTOLOAD** = Util.Constants.KEY_PREFIX + "PREFAB_AUTOLOAD"
- const string **KEY_HIERARCHY_ICON** = Util.Constants.KEY_PREFIX + "HIERARCHY_ICON"
- const string **KEY_UPDATE_DATE** = Util.Constants.KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_LAUNCH** = Util.Constants.KEY_PREFIX + "LAUNCH"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/BadWordFilter/"
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_PREFAB_AUTOLOAD** = false
- const bool **DEFAULT_HIERARCHY_ICON** = false
- static string **PREFAB_SUBPATH** = "Prefabs/"

Sub-path to the prefabs.

Properties

- static string **ASSET_URL** [get]
Returns the URL of the asset in UAS.
- static string **ASSET_ID** [get]
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** [get]
Returns the UID of the asset.

5.53.1 Detailed Description

Collected editor constants of very general utility for the asset.

5.53.2 Member Data Documentation

5.53.2.1 PREFAB_SUBPATH

```
string Crosstales.BWF.EditorUtil.EditorConstants.PREFAB_SUBPATH = "Prefabs/" [static]
```

Sub-path to the prefabs.

5.53.3 Property Documentation

5.53.3.1 ASSET_ID

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_ID [static], [get]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.53.3.2 ASSET_UID

```
System.Guid Crosstales.BWF.EditorUtil.EditorConstants.ASSET_UID [static], [get]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.53.3.3 ASSET_URL

```
string Crosstales.BWF.EditorUtil.EditorConstants.ASSET_URL [static], [get]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

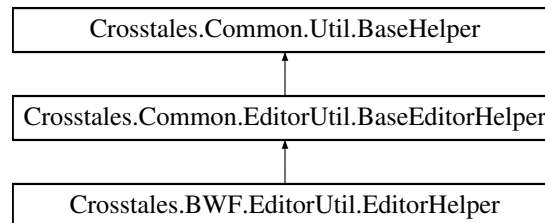
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔
Util/EditorConstants.cs

5.54 Crosstales.BWF.EditorUtil.EditorHelper Class Reference

Editor helper class.

Inheritance diagram for Crosstales.BWF.EditorUtil.EditorHelper:



Static Public Member Functions

- static void [BWFUnavailable](#) ()
Shows a "BWF unavailable"-UI.
- static void [InstantiatePrefab](#) (string prefabName)
Instantiates a prefab.

Static Public Attributes

- const int [GO_ID](#) = 20
Start index inside the "GameObject"-menu.
- const int [MENU_ID](#) = 10201
Start index inside the "Tools"-menu.

Properties

- static Texture2D [Logo_Asset](#) [get]
- static Texture2D [Logo_Asset_Small](#) [get]
- static Texture2D [Icon_Contains](#) [get]
- static Texture2D [Icon_Get](#) [get]
- static Texture2D [Icon_Replace](#) [get]
- static Texture2D [Icon_Mark](#) [get]
- static bool [isBWFInScene](#) [get]
Checks if the 'BWF'-prefab is in the scene.

Additional Inherited Members

5.54.1 Detailed Description

Editor helper class.

5.54.2 Member Function Documentation

5.54.2.1 BWFUnavailable()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.BWFUnavailable ( ) [static]
```

Shows a "BWF unavailable"-[UI](#).

5.54.2.2 InstantiatePrefab()

```
static void Crosstales.BWF.EditorUtil.EditorHelper.InstantiatePrefab (
    string prefabName ) [static]
```

Instantiates a prefab.

Parameters

<i>prefabName</i>	Name of the prefab.
-------------------	---------------------

5.54.3 Member Data Documentation

5.54.3.1 GO_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.GO_ID = 20 [static]
```

Start index inside the "GameObject"-menu.

5.54.3.2 MENU_ID

```
const int Crosstales.BWF.EditorUtil.EditorHelper.MENU_ID = 10201 [static]
```

Start index inside the "Tools"-menu.

5.54.4 Property Documentation

5.54.4.1 isBWFIInScene

```
bool Crosstales.BWF.EditorUtil.EditorHelper.isBWFIInScene [static], [get]
```

Checks if the 'BWF'-prefab is in the scene.

Returns

True if the 'BWF'-prefab is in the scene.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↵ Util/EditorHelper.cs

5.55 Crosstales.ExtensionMethods Class Reference

Various extension methods.

Static Public Member Functions

- static string **CTToTitleCase** (this string str)
Extension method for strings. Converts a string to title case (first letter uppercase).
- static string **CTReverse** (this string str)
Extension method for strings. Reverses a string.
- static string **CTReplace** (this string str, string oldString, string newString, System.StringComparison comp=System.StringComparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Replace'.
- static bool **CTEquals** (this string str, string toCheck, System.StringComparison comp=System.String↵ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Equals'.
- static bool **CTContains** (this string str, string toCheck, System.StringComparison comp=System.String↵ Comparison.OrdinalIgnoreCase)
Extension method for strings. Case insensitive 'Contains'.
- static bool **CTContainsAny** (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains any given string.
- static bool **CTContainsAll** (this string str, string searchTerms, char splitChar=' ')
Extension method for strings. Contains all given strings.
- static bool **CTIsNumeric** (this string str)
Extension method for strings. Checks if the string is numeric.
- static void **CTShuffle< T >** (this T[] array, int seed=0)
Extension method for Arrays. Shuffles an Array.
- static string **CTDump< T >** (this T[] array, string prefix="", string postfix="")
Extension method for Arrays. Dumps an array to a string.
- static string **CTDump** (this Quaternion[] array)
Extension method for Quaternion-Arrays. Dumps an array to a string.
- static string **CTDump** (this Vector2[] array)
Extension method for Vector2-Arrays. Dumps an array to a string.
- static string **CTDump** (this Vector3[] array)

- Extension method for Vector3-Arrays. Dumps an array to a string.*
- static string **CTDump** (this Vector4[] array)
- Extension method for Vector4-Arrays. Dumps an array to a string.*
- static string[] **CTToString< T >** (this T[] array)
- Extension method for Arrays. Generates a string array with all entries (via ToString).*
- static void **CTShuffle< T >** (this System.Collections.Generic.IList< T > list, int seed=0)
- Extension method for IList. Shuffles a List.*
- static string **CTDump< T >** (this System.Collections.Generic.IList< T > list, string prefix="", string postfix="")
- Extension method for IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Quaternion > list)
- Extension method for Quaternion-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector2 > list)
- Extension method for Vector2-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector3 > list)
- Extension method for Vector3-IList. Dumps a list to a string.*
- static string **CTDump** (this System.Collections.Generic.IList< Vector4 > list)
- Extension method for Vector4-IList. Dumps a list to a string.*
- static System.Collections.Generic.List< string > **CTToString< T >** (this System.Collections.Generic.IList< T > list)
- Extension method for IList. Generates a string list with all entries (via ToString).*
- static string **CTDump< K, V >** (this System.Collections.Generic.IDictionary< K, V > dict, string prefix="", string postfix="")
- Extension method for IDictionary. Dumps a dictionary to a string.*
- static void **CTAddRange< K, V >** (this System.Collections.Generic.IDictionary< K, V > source, System.Collections.Generic.IDictionary< K, V > collection)
- Extension method for IDictionary. Adds a dictionary to an existing one.*
- static bool **CTIsVisibleFrom** (this Renderer renderer, Camera camera)
- Extension method for Renderer. Determines if the renderer is visible from a certain camera.*
- static Transform **CTDeepSearch** (Transform parent, string name)
- Extension method for Transform. Recursively searches all children of a parent transform for specific named transform*

5.55.1 Detailed Description

Various extension methods.

5.55.2 Member Function Documentation

5.55.2.1 CTAddRange< K, V >()

```
static void Crosstales.ExtensionMethods.CTAddRange< K, V > (
    this System.Collections.Generic.IDictionary< K, V > source,
    System.Collections.Generic.IDictionary< K, V > collection ) [static]
```

Extension method for IDictionary. Adds a dictionary to an existing one.

Parameters

<i>source</i>	IDictionary-instance.
<i>collection</i>	Dictionary to add.

5.55.2.2 CTContains()

```
static bool Crosstales.ExtensionMethods.CTContains (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Contains'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.55.2.3 CTContainsAll()

```
static bool Crosstales.ExtensionMethods.CTContainsAll (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains all given strings.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains all parts of the given string.

5.55.2.4 CTContainsAny()

```
static bool Crosstales.ExtensionMethods.CTContainsAny (
    this string str,
    string searchTerms,
    char splitChar = ' ' ) [static]
```

Extension method for strings. Contains any given string.

Parameters

<i>str</i>	String-instance.
<i>searchTerms</i>	Search terms separated by the given split-character.
<i>splitChar</i>	Split-character (default: ' ', optional)

Returns

True if the string contains any parts of the given string.

5.55.2.5 CTDeepSearch()

```
static Transform Crosstales.ExtensionMethods.CTDeepSearch (
    Transform parent,
    string name ) [static]
```

Extension method for Transform. Recursively searches all children of a parent transform for specific named transform

Parameters

<i>parent</i>	Parent of the current children.
<i>name</i>	Name of the transform.

Returns

True if the renderer is visible by the given camera.

5.55.2.6 CTDump() [1/8]

```
static string Crosstales.ExtensionMethods.CTDump (
    this Quaternion[] array ) [static]
```

Extension method for Quaternion-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Quaternion-Array-instance to dump.
--------------	------------------------------------

Returns

String with lines for all array entries.

5.55.2.7 CTDump() [2/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Quaternion > list ) [static]
```

Extension method for Quaternion-IList. Dumps a list to a string.

Parameters

<i>list</i>	Quaternion-IList-instance to dump.
-------------	------------------------------------

Returns

String with lines for all list entries.

5.55.2.8 CTDump() [3/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector2 > list ) [static]
```

Extension method for Vector2-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector2-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.55.2.9 CTDump() [4/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector3 > list ) [static]
```

Extension method for Vector3-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector3-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.55.2.10 CTDump() [5/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this System.Collections.Generic.IList< Vector4 > list ) [static]
```

Extension method for Vector4-IList. Dumps a list to a string.

Parameters

<i>list</i>	Vector4-IList-instance to dump.
-------------	---------------------------------

Returns

String with lines for all list entries.

5.55.2.11 CTDump() [6/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector2[] array ) [static]
```

Extension method for Vector2-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector2-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.55.2.12 CTDump() [7/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector3[] array ) [static]
```

Extension method for Vector3-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector3-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.55.2.13 CTDump() [8/8]

```
static string Crosstales.ExtensionMethods.CTDump (  
    this Vector4[] array ) [static]
```

Extension method for Vector4-Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Vector4-Array-instance to dump.
--------------	---------------------------------

Returns

String with lines for all array entries.

5.55.2.14 CTDump< K, V >()

```
static string Crosstales.ExtensionMethods.CTDump< K, V > (  
    this System.Collections.Generic.IDictionary< K, V > dict,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Extension method for IDictionary. Dumps a dictionary to a string.

Parameters

<i>dict</i>	IDictionary-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all dictionary entries.

5.55.2.15 CTDump< T >() [1/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this System.Collections.Generic.IList< T > list,
    string prefix = "",
    string postfix = "" ) [static]
```

Extension method for IList. Dumps a list to a string.

Parameters

<i>list</i>	IList-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all list entries.

5.55.2.16 CTDump< T >() [2/2]

```
static string Crosstales.ExtensionMethods.CTDump< T > (
    this T[] array,
    string prefix = "",
    string postfix = "" ) [static]
```

Extension method for Arrays. Dumps an array to a string.

Parameters

<i>array</i>	Array-instance to dump.
<i>prefix</i>	Prefix for every element (default: empty, optional).
<i>postfix</i>	Postfix for every element (default: empty, optional).

Returns

String with lines for all array entries.

5.55.2.17 CTEquals()

```
static bool Crosstales.ExtensionMethods.CTEquals (
    this string str,
    string toCheck,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Equals'.

Parameters

<i>str</i>	String-instance.
<i>toCheck</i>	String to check.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

True if the string contains the given string.

5.55.2.18 CTIsNumeric()

```
static bool Crosstales.ExtensionMethods.CTIsNumeric (  
    this string str ) [static]
```

Extension method for strings. Checks if the string is numeric.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

True if the string is numeric.

5.55.2.19 CTIsVisibleFrom()

```
static bool Crosstales.ExtensionMethods.CTIsVisibleFrom (  
    this Renderer renderer,  
    Camera camera ) [static]
```

Extension method for Renderer. Determines if the renderer is visible from a certain camera.

Parameters

<i>renderer</i>	Renderer to test the visibility.
<i>camera</i>	Camera for the test.

Returns

True if the renderer is visible by the given camera.

5.55.2.20 CTReplace()

```
static string Crosstales.ExtensionMethods.CTReplace (
    this string str,
    string oldString,
    string newString,
    System.StringComparison comp = System.StringComparison.OrdinalIgnoreCase ) [static]
```

Extension method for strings. Case insensitive 'Replace'.

Parameters

<i>str</i>	String-instance.
<i>oldString</i>	String to replace.
<i>newString</i>	New replacement string.
<i>comp</i>	StringComparison-method (default: StringComparison.OrdinalIgnoreCase, optional)

Returns

Replaced string.

5.55.2.21 CTReverse()

```
static string Crosstales.ExtensionMethods.CTReverse (
    this string str ) [static]
```

Extension method for strings. Reverses a string.

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Reversed string.

5.55.2.22 CTShuffle< T >() [1/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (
    this System.Collections.Generic.IList< T > list,
    int seed = 0 ) [static]
```

Extension method for IList. Shuffles a List.

Parameters

<i>list</i>	IList-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.55.2.23 CTShuffle< T >() [2/2]

```
static void Crosstales.ExtensionMethods.CTShuffle< T > (  
    this T[] array,  
    int seed = 0 ) [static]
```

Extension method for Arrays. Shuffles an Array.

Parameters

<i>array</i>	Array-instance to shuffle.
<i>seed</i>	Seed for the PRNG (default: 0 (=standard), optional)

5.55.2.24 CTToString< T >() [1/2]

```
static System.Collections.Generic.List<string> Crosstales.ExtensionMethods.CTToString< T > (  
    this System.Collections.Generic.IList< T > list ) [static]
```

Extension method for IList. Generates a string list with all entries (via ToString).

Parameters

<i>list</i>	IList-instance to ToString.
-------------	-----------------------------

Returns

String list with all entries (via ToString).

5.55.2.25 CTToString< T >() [2/2]

```
static string [] Crosstales.ExtensionMethods.CTToString< T > (  
    this T[] array ) [static]
```

Extension method for Arrays. Generates a string array with all entries (via ToString).

Parameters

<i>array</i>	Array-instance to ToString.
--------------	-----------------------------

Returns

String array with all entries (via ToString).

5.55.2.26 CTToTitleCase()

```
static string Crosstales.ExtensionMethods.CTToTitleCase (  
    this string str ) [static]
```

Extension method for strings. Converts a string to title case (first letter uppercase).

Parameters

<i>str</i>	String-instance.
------------	------------------

Returns

Converted string in title case.

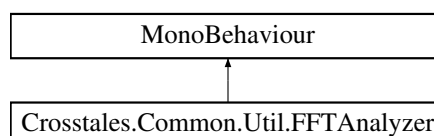
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Extension↵
Methods.cs

5.56 Crosstales.Common.Util.FFTAnalyzer Class Reference

FFT analyzer for an audio channel.

Inheritance diagram for Crosstales.Common.Util.FFTAnalyzer:



Public Member Functions

- void **Update** ()

Public Attributes

- float[] **Samples** = new float[256]
Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).
- int **Channel** = 0
summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).
- FFTWindow **FFTMode** = FFTWindow.BlackmanHarris

5.56.1 Detailed Description

FFT analyzer for an audio channel.

5.56.2 Member Data Documentation

5.56.2.1 Channel

```
int Crosstales.Common.Util.FFTAnalyzer.Channel = 0
```

summary>FFT-algorithm to analyze the audio (default: BlackmanHarris).

5.56.2.2 Samples

```
float [] Crosstales.Common.Util.FFTAnalyzer.Samples = new float[256]
```

Array for the samples. More samples mean better accuracy but it also needs more performance (default: 256).

summary>Analyzed channel (0 = right, 1 = left, default: 0).

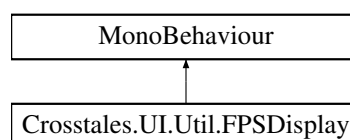
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/FFT↔Analyzer.cs

5.57 Crosstales.UI.Util.FPSDisplay Class Reference

Simple FPS-Counter.

Inheritance diagram for Crosstales.UI.Util.FPSDisplay:



Public Member Functions

- void **Update** ()

Public Attributes

- Text **FPS**
Text component to display the FPS.

5.57.1 Detailed Description

Simple FPS-Counter.

5.57.2 Member Data Documentation

5.57.2.1 FPS

Text `Crosstales.UI.Util.FPSDisplay.FPS`

Text component to display the FPS.

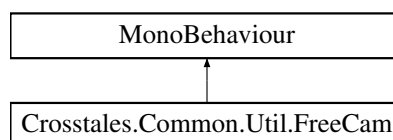
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Util/FPSDisplay.cs`

5.58 Crosstales.Common.Util.FreeCam Class Reference

A simple free camera to be added to a Unity game object.

Inheritance diagram for `Crosstales.Common.Util.FreeCam`:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()
- void **StartLooking** ()
Enable free looking.
- void **StopLooking** ()
Disable free looking.

Public Attributes

- float `MovementSpeed` = 10f
Normal speed of camera movement.
- float `FastMovementSpeed` = 100f
Speed of camera movement when shift is held down.
- float `FreeLookSensitivity` = 3f
Sensitivity for free look.
- float `ZoomSensitivity` = 10f
Amount to zoom the camera when using the mouse wheel.
- float `FastZoomSensitivity` = 50f
Amount to zoom the camera when using the mouse wheel (fast mode).

5.58.1 Detailed Description

A simple free camera to be added to a Unity game object.

Keys: wasd / arrows - movement q/e - up/down (local space) r/f - up/down (world space) pageup/pagedown - up/down (world space) hold shift - enable fast movement mode right mouse - enable free look mouse - free look / rotation

5.58.2 Member Function Documentation

5.58.2.1 StartLooking()

```
void Crosstales.Common.Util.FreeCam.StartLooking ( )
```

Enable free looking.

5.58.2.2 StopLooking()

```
void Crosstales.Common.Util.FreeCam.StopLooking ( )
```

Disable free looking.

5.58.3 Member Data Documentation

5.58.3.1 FastMovementSpeed

```
float Crosstales.Common.Util.FreeCam.FastMovementSpeed = 100f
```

Speed of camera movement when shift is held down.

5.58.3.2 FastZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.FastZoomSensitivity = 50f
```

Amount to zoom the camera when using the mouse wheel (fast mode).

5.58.3.3 FreeLookSensitivity

```
float Crosstales.Common.Util.FreeCam.FreeLookSensitivity = 3f
```

Sensitivity for free look.

5.58.3.4 MovementSpeed

```
float Crosstales.Common.Util.FreeCam.MovementSpeed = 10f
```

Normal speed of camera movement.

5.58.3.5 ZoomSensitivity

```
float Crosstales.Common.Util.FreeCam.ZoomSensitivity = 10f
```

Amount to zoom the camera when using the mouse wheel.

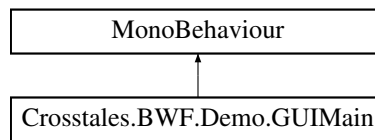
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Free↵
Cam.cs

5.59 Crosstales.BWF.Demo.GUIMain Class Reference

Main GUI controller.

Inheritance diagram for Crosstales.BWF.Demo.GUIMain:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **TestChanged** (bool val)
- void **ReplaceChanged** (bool val)
- void **BadwordChanged** (bool val)
- void **DomainChanged** (bool val)
- void **CapitalizationChanged** (bool val)
- void **PunctuationChanged** (bool val)
- void **LeetChanged** (bool val)
- void **SimpleChanged** (bool val)
- void **FullscreenChanged** (bool val)
- void **Test** ()
- void **Replace** ()
- void **OpenAssetURL** ()
- void **OpenCTURL** ()
- void **Quit** ()

Public Attributes

- bool **AutoTest** = true
- bool **AutoReplace** = false
- bool **ReplaceLeet** = true
- bool **SimpleCheck** = true
- float **IntervalCheck** = 0.5f
- float **IntervalReplace** = 0.5f
- InputField **Text**
- Text **OutputText**
- Text **BadWordList**
- Text **BadWordCounter**
- Text **Name**
- Text **Version**
- Text **Scene**
- Toggle **TestEnabled**
- Toggle **ReplaceEnabled**
- Toggle **Badword**
- Toggle **Domain**
- Toggle **Capitalization**
- Toggle **Punctuation**

- InputField **BadwordReplaceChars**
- InputField **DomainReplaceChars**
- InputField **CapsTrigger**
- InputField **PuncTrigger**
- Toggle **LeetReplace**
- Toggle **SimpleCheckToggle**
- Image **BadWordListImage**
- Color32 **GoodColor** = new Color32(0, 255, 0, 192)
- Color32 **BadColor** = new Color32(255, 0, 0, 192)
- [Model.ManagerMask](#) **BadwordManager** = Model.ManagerMask.BadWord
- [Model.ManagerMask](#) **DomManager** = Model.ManagerMask.Domain
- [Model.ManagerMask](#) **CapsManager** = Model.ManagerMask.Capitalization
- [Model.ManagerMask](#) **PuncManager** = Model.ManagerMask.Punctuation
- System.Collections.Generic.List< string > **Sources** = new System.Collections.Generic.List<string>(30)

5.59.1 Detailed Description

Main GUI controller.

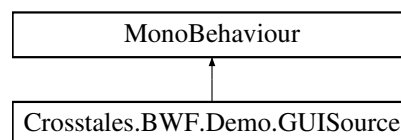
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstailes/BadWordFilter/Demo/↔ Scripts/GUIMain.cs

5.60 Crosstailes.BWF.Demo.GUISource Class Reference

Generates a scrollable list of sources.

Inheritance diagram for Crosstailes.BWF.Demo.GUISource:



Public Member Functions

- void **Start** ()

Public Attributes

- GameObject **ItemPrefab**
- GameObject **Target**
- Scrollbar **Scroll**
- [GUIMain](#) **GuiMain**
- int **ColumnCount** = 1
- Vector2 **SpaceWidth** = new Vector2(8, 8)
- Vector2 **SpaceHeight** = new Vector2(8, 8)

5.60.1 Detailed Description

Generates a scrollable list of sources.

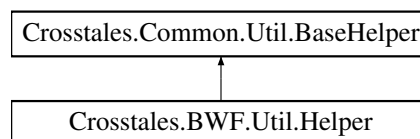
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Demo/↔ Scripts/GUISource.cs`

5.61 Crosstales.BWF.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.BWF.Util.Helper:



Static Public Member Functions

- static void **CreateSource** ()

Properties

- static bool **isSupportedPlatform** [get]
Checks if the current platform is supported.

Additional Inherited Members

5.61.1 Detailed Description

Various helper functions.

5.61.2 Property Documentation

5.61.2.1 isSupportedPlatform

```
bool Crosstales.BWF.Util.Helper.isSupportedPlatform [static], [get]
```

Checks if the current platform is supported.

Returns

True if the current platform is supported.

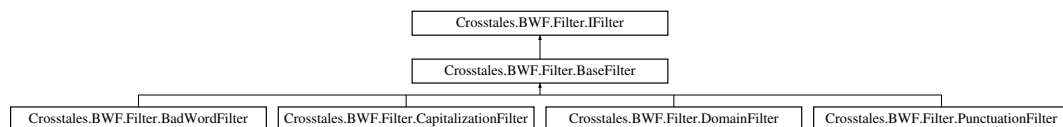
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵ Util/Helper.cs

5.62 Crosstales.BWF.Filter.IFilter Interface Reference

Interface for all filters.

Inheritance diagram for Crosstales.BWF.Filter.IFilter:



Public Member Functions

- bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.
- string [Mark](#) (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>", params string[] sourceNames)
Marks the text with a prefix and postfix.
- string [Unmark](#) (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.

Properties

- System.Collections.Generic.List< [Data.Source](#) > [Sources](#) [get]
All sources of the current filter.
- bool [isReady](#) [get]
Checks the readiness status of the current filter.

5.62.1 Detailed Description

Interface for all filters.

5.62.2 Member Function Documentation

5.62.2.1 Contains()

```
bool Crosstales.BWF.Filter.IFilter.Contains (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.62.2.2 GetAll()

```
System.Collections.Generic.List<string> Crosstales.BWF.Filter.IFilter.GetAll (
    string text,
    params string[] sourceNames )
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.62.2.3 Mark()

```
string Crosstales.BWF.Filter.IFilter.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>",
    params string[] sourceNames )
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing bad words
<i>replace</i>	Replace the bad words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (default: bold and red, optional)
<i>postfix</i>	Postfix for every found bad word (default: bold and red, optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Text with marked domains

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

5.62.2.4 ReplaceAll()

```
string Crosstales.BWF.Filter.IFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames )
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implemented in [Crosstales.BWF.Filter.BadWordFilter](#), [Crosstales.BWF.Filter.DomainFilter](#), [Crosstales.BWF.Filter.PunctuationFilter](#), [Crosstales.BWF.Filter.CapitalizationFilter](#), and [Crosstales.BWF.Filter.BaseFilter](#).

5.62.2.5 Unmark()

```
string Crosstales.BWF.Filter.IFilter.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" )
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked bad words
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)

Returns

Text with marked bad words

Implemented in [Crosstales.BWF.Filter.BaseFilter](#).

5.62.3 Property Documentation**5.62.3.1 isReady**

```
bool Crosstales.BWF.Filter.IFilter.isReady [get]
```

Checks the readiness status of the current filter.

Returns

True if the filter is ready.

5.62.3.2 Sources

`System.Collections.Generic.List<Data.Source> Crosstales.BWF.Filter.IFilter.Sources [get]`

All sources of the current filter.

Returns

List with all sources for the current filter

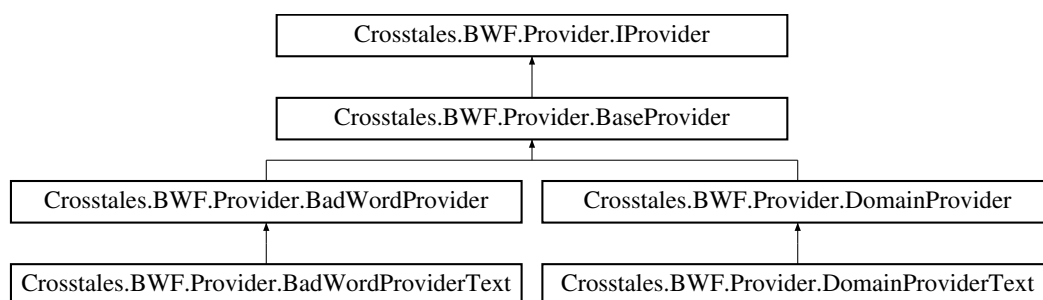
The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Filter/IFilter.cs

5.63 Crosstales.BWF.Provider.IProvider Interface Reference

Interface for all providers.

Inheritance diagram for Crosstales.BWF.Provider.IProvider:



Public Member Functions

- void `Load` ()
Loads all sources.
- void `Save` ()
Saves all sources.

Properties

- bool `isReady` [get, set]
Checks the readiness status of the provider.

5.63.1 Detailed Description

Interface for all providers.

5.63.2 Member Function Documentation

5.63.2.1 Load()

```
void Crosstales.BWF.Provider.IProvider.Load ( )
```

Loads all sources.

Implemented in [Crosstales.BWF.Provider.BadWordProvider](#), [Crosstales.BWF.Provider.BaseProvider](#), [Crosstales.BWF.Provider.DomainProviderText](#), [Crosstales.BWF.Provider.BadWordProviderText](#), and [Crosstales.BWF.Provider.DomainProviderText](#).

5.63.2.2 Save()

```
void Crosstales.BWF.Provider.IProvider.Save ( )
```

Saves all sources.

Implemented in [Crosstales.BWF.Provider.BadWordProviderText](#), [Crosstales.BWF.Provider.DomainProviderText](#), and [Crosstales.BWF.Provider.BaseProvider](#).

5.63.3 Property Documentation

5.63.3.1 isReady

```
bool Crosstales.BWF.Provider.IProvider.isReady [get], [set]
```

Checks the readiness status of the provider.

Returns

True if the provider is ready.

The documentation for this interface was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵ Provider/IProvider.cs

5.64 Crosstales.BWF.EditorTask.Launch Class Reference

Show the configuration window on the first launch.

5.64.1 Detailed Description

Show the configuration window on the first launch.

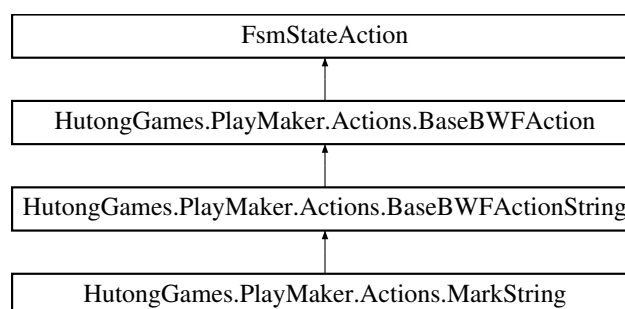
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Task/Launch.cs

5.65 HutongGames.PlayMaker.Actions.MarkString Class Reference

Mark-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

5.65.1 Detailed Description

Mark-action for strings in [PlayMaker](#).

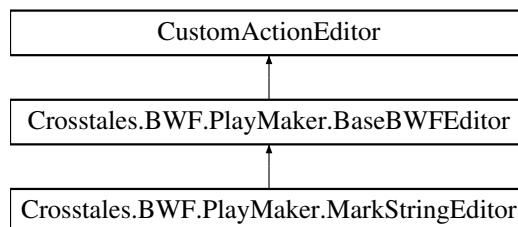
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔ PlayMaker/Scripts/MarkString.cs

5.66 Crosstales.BWF.PlayMaker.MarkStringEditor Class Reference

Custom editor for the MarkString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkStringEditor:



Additional Inherited Members

5.66.1 Detailed Description

Custom editor for the MarkString-action.

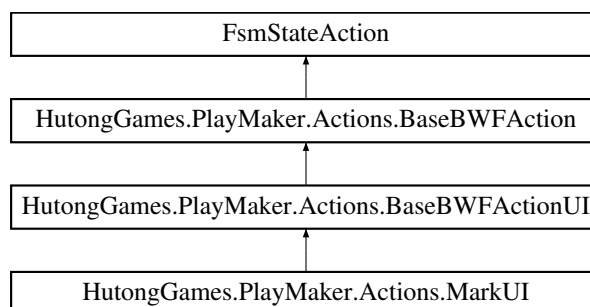
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔ PlayMaker/Editor/MarkStringEditor.cs

5.67 HutongGames.PlayMaker.Actions.MarkUI Class Reference

Mark-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.MarkUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Additional Inherited Members

5.67.1 Detailed Description

Mark-action for UI-elements in [PlayMaker](#).

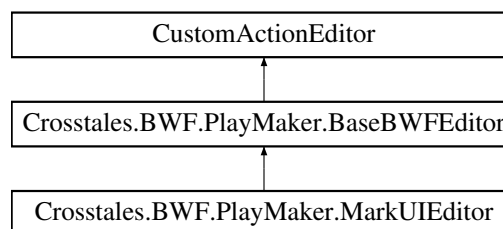
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔ PlayMaker/Scripts/MarkUI.cs

5.68 Crosstales.BWF.PlayMaker.MarkUIEditor Class Reference

Custom editor for the MarkUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.MarkUIEditor:



Additional Inherited Members

5.68.1 Detailed Description

Custom editor for the MarkUI-action.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔ PlayMaker/Editor/MarkUIEditor.cs

5.69 Crosstales.Common.EditorTask.NYCheck Class Reference

Checks if a 'Happy new year'-message must be displayed.

5.69.1 Detailed Description

Checks if a 'Happy new year'-message must be displayed.

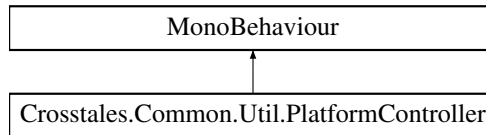
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/NY↔ Check.cs

5.70 Crosstales.Common.Util.PlatformController Class Reference

Enables or disable game objects for a given platform.

Inheritance diagram for Crosstales.Common.Util.PlatformController:



Public Member Functions

- virtual void **Start** ()

Public Attributes

- System.Collections.Generic.List< [Model.Enum.Platform](#) > **Platforms**
Selected platforms for the controller.
- bool **Active** = true
summary>Selected objects for the controller.
- GameObject[] **Objects**

Protected Member Functions

- void **selectPlatform** ()
- void **activateGO** ()

Protected Attributes

- [Model.Enum.Platform](#) **currentPlatform**

5.70.1 Detailed Description

Enables or disable game objects for a given platform.

5.70.2 Member Data Documentation

5.70.2.1 Active

```
bool Crosstales.Common.Util.PlatformController.Active = true
```

summary>Selected objects for the controller.

5.70.2.2 Platforms

`System.Collections.Generic.List<Model.Enum.Platform> Crosstales.Common.Util.PlatformController.↵
Platforms`

Selected platforms for the controller.

summary>Enable or disable the 'Objects' for the selected 'Platforms' (default: true).

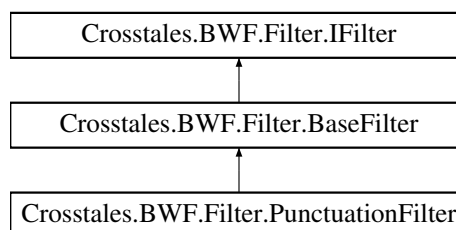
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Platform↵
Controller.cs`

5.71 Crosstales.BWF.Filter.PunctuationFilter Class Reference

[Filter](#) for excessive punctuation. The class can also replace all punctuations inside a string.

Inheritance diagram for Crosstales.BWF.Filter.PunctuationFilter:



Public Member Functions

- [PunctuationFilter](#) (int punctuationCharacterNumber)
Instantiate the class.
- override bool [Contains](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override System.Collections.Generic.List< string > [GetAll](#) (string text, params string[] sourceNames)
Searches for bad words in a text.
- override string [ReplaceAll](#) (string text, bool markOnly=false, string prefix="", string postfix="", params string[] sourceNames)
Searches and replaces all bad words in a text.

Properties

- System.Text.RegularExpressions.Regex [RegularExpression](#) [get]
RegEx to find excessive punctuation.
- int?? [CharacterNumber](#) [get, set]
Defines the number of allowed punctuations in a row.
- override bool [isReady](#) [get]
Checks the readiness status of the filter.

Additional Inherited Members

5.71.1 Detailed Description

[Filter](#) for excessive punctuation. The class can also replace all punctuations inside a string.

5.71.2 Constructor & Destructor Documentation

5.71.2.1 PunctuationFilter()

```
Crosstales.BWF.Filter.PunctuationFilter.PunctuationFilter (
    int punctuationCharacterNumber )
```

Instantiate the class.

Parameters

<i>punctuationCharacterNumber</i>	Defines the number of allowed punctuations in a row.
-----------------------------------	--

5.71.3 Member Function Documentation

5.71.3.1 Contains()

```
override bool Crosstales.BWF.Filter.PunctuationFilter.Contains (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

True if a match was found

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.71.3.2 GetAll()

```
override System.Collections.Generic.List<string> Crosstales.BWF.Filter.PunctuationFilter.GetAll (
    string text,
    params string[] sourceNames ) [virtual]
```

Searches for bad words in a text.

Parameters

<i>text</i>	Text to check
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

List with all the matches

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.71.3.3 ReplaceAll()

```
override string Crosstales.BWF.Filter.PunctuationFilter.ReplaceAll (
    string text,
    bool markOnly = false,
    string prefix = "",
    string postfix = "",
    params string[] sourceNames ) [virtual]
```

Searches and replaces all bad words in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found bad word (optional)
<i>postfix</i>	Postfix for every found bad word (optional)
<i>sourceNames</i>	Relevant sources (e.g. "english", optional)

Returns

Clean text

Implements [Crosstales.BWF.Filter.BaseFilter](#).

5.71.4 Property Documentation

5.71.4.1 CharacterNumber

```
int?? Crosstales.BWF.Filter.PunctuationFilter.CharacterNumber [get], [set]
```

Defines the number of allowed punctuations in a row.

5.71.4.2 isReady

```
override bool Crosstales.BWF.Filter.PunctuationFilter.isReady [get]
```

Checks the readiness status of the filter.

Returns

True if the filter is ready.

5.71.4.3 RegularExpression

```
System.Text.RegularExpressions.Regex Crosstales.BWF.Filter.PunctuationFilter.RegularExpression  
[get]
```

RegEx to find excessive punctuation.

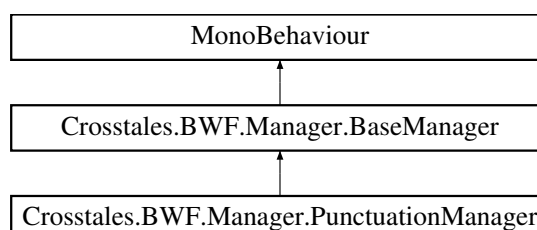
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↵
Filter/PunctuationFilter.cs

5.72 Crosstales.BWF.Manager.PunctuationManager Class Reference

[Manager](#) for excessive punctuation.

Inheritance diagram for Crosstales.BWF.Manager.PunctuationManager:



Public Member Functions

- void **OnEnable** ()
- void **OnValidate** ()

Static Public Member Functions

- static void **Reset** ()
Resets this object.
- static void **Load** ()
Loads the current filter with all settings from this object.
- static bool **Contains** (string text)
Searches for excessive punctuations in a text.
- static void **ContainsMT** (out bool result, string text)
Searches for excessive punctuations in a text (call as thread).
- static System.Collections.Generic.List< string > **GetAll** (string text)
Searches for excessive punctuations in a text.
- static void **GetAllMT** (out System.Collections.Generic.List< string > result, string text)
Searches for excessive punctuations in a text (call as thread).
- static string **ReplaceAll** (string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive punctuations in a text.
- static void **ReplaceAllMT** (out string result, string text, bool markOnly=false, string prefix="", string postfix="")
Searches and replaces all excessive punctuations in a text (call as thread).
- static string **Unmark** (string text, string prefix="<color=red>", string postfix="</color>")
Unmarks the text with a prefix and postfix.
- static string **Mark** (string text, bool replace=false, string prefix="<color=red>", string postfix="</color>")
Marks the text with a prefix and postfix.

Public Attributes

- int **PunctuationCharsNumber** = 3
Defines the number of allowed punctuation letters in a row (default: 3).

Properties

- static int? **CharacterNumber** [get, set]
Defines the number of allowed punctuation letters in a row.
- static bool **isReady** [get]
Checks the readiness status of the manager.

5.72.1 Detailed Description

Manager for excessive punctuation.

5.72.2 Member Function Documentation

5.72.2.1 Contains()

```
static bool Crosstales.BWF.Manager.PunctuationManager.Contains (
    string text ) [static]
```

Searches for excessive punctuations in a text.

Parameters

<i>text</i>	Text to check
-------------	---------------

Returns

True if a match was found

5.72.2.2 ContainsMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.ContainsMT (
    out bool result,
    string text ) [static]
```

Searches for excessive punctuations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: true if a match was found
<i>text</i>	Text to check

Returns

True if a match was found

5.72.2.3 GetAll()

```
static System.Collections.Generic.List<string> Crosstales.BWF.Manager.PunctuationManager.GetAll (
    string text ) [static]
```

Searches for excessive punctuations in a text.

Parameters

<i>text</i>	Text to check
-------------	---------------

Returns

List with all the matches

5.72.2.4 GetAllMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.GetAllMT (
    out System.Collections.Generic.List< string > result,
    string text ) [static]
```

Searches for excessive punctuations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: List with all the matches
<i>text</i>	Text to check

5.72.2.5 Load()

```
static void Crosstales.BWF.Manager.PunctuationManager.Load ( ) [static]
```

Loads the current filter with all settings from this object.

5.72.2.6 Mark()

```
static string Crosstales.BWF.Manager.PunctuationManager.Mark (
    string text,
    bool replace = false,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Marks the text with a prefix and postfix.

Parameters

<i>text</i>	Text containing excessive punctuations
<i>replace</i>	Replace the excessive punctuations (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with marked excessive punctuations

5.72.2.7 ReplaceAll()

```
static string Crosstales.BWF.Manager.PunctuationManager.ReplaceAll (
    string text,
```



```
bool markOnly = false,  
string prefix = "",  
string postfix = "" ) [static]
```

Searches and replaces all excessive punctuations in a text.

Parameters

<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (optional)
<i>postfix</i>	Postfix for every found punctuation (optional)

Returns

Clean text

5.72.2.8 ReplaceAllMT()

```
static void Crosstales.BWF.Manager.PunctuationManager.ReplaceAllMT (  
    out string result,  
    string text,  
    bool markOnly = false,  
    string prefix = "",  
    string postfix = "" ) [static]
```

Searches and replaces all excessive punctuations in a text (call as thread).

Parameters

<i>result</i>	out-parameter: clean text
<i>text</i>	Text to check
<i>markOnly</i>	Only mark the words (default: false, optional)
<i>prefix</i>	Prefix for every found punctuation (optional)
<i>postfix</i>	Postfix for every found punctuation (optional)

5.72.2.9 Reset()

```
static void Crosstales.BWF.Manager.PunctuationManager.Reset ( ) [static]
```

Resets this object.

5.72.2.10 Unmark()

```
static string Crosstales.BWF.Manager.PunctuationManager.Unmark (
    string text,
    string prefix = "<b><color=red>",
    string postfix = "</color></b>" ) [static]
```

Unmarks the text with a prefix and postfix.

Parameters

<i>text</i>	Text with marked excessive punctuations
<i>prefix</i>	Prefix for every found punctuation (default: bold and red, optional)
<i>postfix</i>	Postfix for every found punctuation (default: bold and red, optional)

Returns

Text with unmarked excessive punctuations

5.72.3 Member Data Documentation

5.72.3.1 PunctuationCharsNumber

```
int Crosstales.BWF.Manager.PunctuationManager.PunctuationCharsNumber = 3
```

Defines the number of allowed punctuation letters in a row (default: 3).

5.72.4 Property Documentation

5.72.4.1 CharacterNumber

```
int? Crosstales.BWF.Manager.PunctuationManager.CharacterNumber [static], [get], [set]
```

Defines the number of allowed punctuation letters in a row.

5.72.4.2 isReady

```
bool Crosstales.BWF.Manager.PunctuationManager.isReady [static], [get]
```

Checks the readiness status of the manager.

Returns

True if the manager is ready.

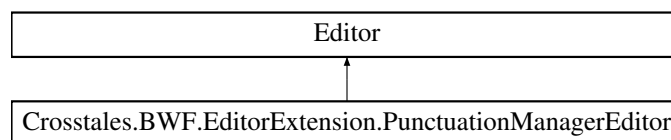
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔ Manager/PunctuationManager.cs

5.73 Crosstales.BWF.EditorExtension.PunctuationManagerEditor Class Reference

Custom editor for the 'PunctuationManager'-class.

Inheritance diagram for Crosstales.BWF.EditorExtension.PunctuationManagerEditor:



Public Member Functions

- void **OnEnable** ()
- override void **OnInspectorGUI** ()
- override bool **RequiresConstantRepaint** ()

5.73.1 Detailed Description

Custom editor for the 'PunctuationManager'-class.

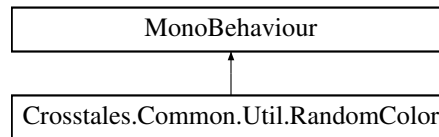
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Extension/PunctuationManagerEditor.cs

5.74 Crosstales.Common.Util.RandomColor Class Reference

Random color changer.

Inheritance diagram for Crosstales.Common.Util.RandomColor:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool **UseInterval** = true
Use intervals to change the color (default: true).
- Vector2 **ChangeInterval** = new Vector2(5, 10)
summary> Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).
- Vector2 **HueRange** = new Vector2(0f, 1f)
summary> Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **SaturationRange** = new Vector2(1f, 1f)
summary> Random value range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **ValueRange** = new Vector2(1f, 1f)
summary> Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).
- Vector2 **AlphaRange** = new Vector2(1f, 1f)
summary> Use gray scale colors (default: false).
- bool **GrayScale** = false
summary> Modify the color of a material instead of the Renderer (default: not set, optional).
- Material **Material**
summary> Set the object to a random color at Start (default: false).
- bool **RandomColorAtStart** = false

5.74.1 Detailed Description

Random color changer.

5.74.2 Member Data Documentation

5.74.2.1 AlphaRange

```
Vector2 Crosstales.Common.Util.RandomColor.AlphaRange = new Vector2(1f, 1f)
```

summary>Use gray scale colors (default: false).

5.74.2.2 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomColor.ChangeInterval = new Vector2(5, 10)
```

summary>Random hue range between min (= x) and max (= y) (default: x = 0, y = 1).

5.74.2.3 GrayScale

```
bool Crosstales.Common.Util.RandomColor.GrayScale = false
```

summary>Modify the color of a material instead of the Renderer (default: not set, optional).

5.74.2.4 HueRange

```
Vector2 Crosstales.Common.Util.RandomColor.HueRange = new Vector2(0f, 1f)
```

summary>Random saturation range between min (= x) and max (= y) (default: x = 1, y = 1).

5.74.2.5 Material

```
Material Crosstales.Common.Util.RandomColor.Material
```

summary>Set the object to a random color at Start (default: false).

5.74.2.6 SaturationRange

```
Vector2 Crosstales.Common.Util.RandomColor.SaturationRange = new Vector2(1f, 1f)
```

summary>Random value range between min (= x) and max (= y) (default: x = 1, y = 1).

5.74.2.7 UseInterval

```
bool Crosstales.Common.Util.RandomColor.UseInterval = true
```

Use intervals to change the color (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 5, y = 10).

5.74.2.8 ValueRange

```
Vector2 Crosstales.Common.Util.RandomColor.ValueRange = new Vector2(1f, 1f)
```

summary>Random alpha range between min (= x) and max (= y) (default: x = 1, y = 1).

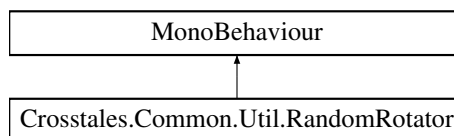
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomColor.cs

5.75 Crosstales.Common.Util.RandomRotator Class Reference

Random rotation changer.

Inheritance diagram for Crosstales.Common.Util.RandomRotator:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool **UseInterval** = true
Use intervals to change the rotation (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary>Minimum rotation speed per axis (default: 5 for all axis).
- Vector3 **SpeedMin** = new Vector3(5, 5, 5)
summary>Maximum rotation speed per axis (default: 15 for all axis).
- Vector3 **SpeedMax** = new Vector3(15, 15, 15)
summary>Set the object to a random rotation at Start (default: false).
- bool **RandomRotationAtStart** = false

5.75.1 Detailed Description

Random rotation changer.

5.75.2 Member Data Documentation

5.75.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomRotator.ChangeInterval = new Vector2(10, 20)
```

summary>Minimum rotation speed per axis (default: 5 for all axis).

5.75.2.2 SpeedMax

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMax = new Vector3(15, 15, 15)
```

summary>Set the object to a random rotation at Start (default: false).

5.75.2.3 SpeedMin

```
Vector3 Crosstales.Common.Util.RandomRotator.SpeedMin = new Vector3(5, 5, 5)
```

summary>Maximum rotation speed per axis (default: 15 for all axis).

5.75.2.4 UseInterval

```
bool Crosstales.Common.Util.RandomRotator.UseInterval = true
```

Use intervals to change the rotation (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

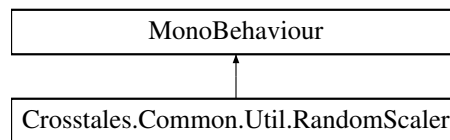
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/RandomRotator.cs

5.76 Crosstales.Common.Util.RandomScaler Class Reference

Random scale changer.

Inheritance diagram for Crosstales.Common.Util.RandomScaler:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- bool **UseInterval** = true
Use intervals to change the scale (default: true).
- Vector2 **ChangeInterval** = new Vector2(10, 20)
summary> Minimum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMin** = new Vector3(0.1f, 0.1f, 0.1f)
summary> Maximum scale per axis (default: 0.1 for all axis).
- Vector3 **ScaleMax** = new Vector3(3, 3, 3)
summary> Uniform scaling for all axis (x-axis values will be used, default: true).
- bool **Uniform** = true
summary> Set the object to a random scale at Start (default: false).
- bool **RandomScaleAtStart** = false

5.76.1 Detailed Description

Random scale changer.

5.76.2 Member Data Documentation

5.76.2.1 ChangeInterval

```
Vector2 Crosstales.Common.Util.RandomScaler.ChangeInterval = new Vector2(10, 20)
```

summary> Minimum scale per axis (default: 0.1 for all axis).

5.76.2.2 ScaleMax

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMax = new Vector3(3, 3, 3)
```

summary>Uniform scaling for all axis (x-axis values will be used, default: true).

5.76.2.3 ScaleMin

```
Vector3 Crosstales.Common.Util.RandomScaler.ScaleMin = new Vector3(0.1f, 0.1f, 0.1f)
```

summary>Maximum scale per axis (default: 0.1 for all axis).

5.76.2.4 Uniform

```
bool Crosstales.Common.Util.RandomScaler.Uniform = true
```

summary>Set the object to a random scale at Start (default: false).

5.76.2.5 UseInterval

```
bool Crosstales.Common.Util.RandomScaler.UseInterval = true
```

Use intervals to change the scale (default: true).

summary>Random change interval between min (= x) and max (= y) in seconds (default: x = 10, y = 20).

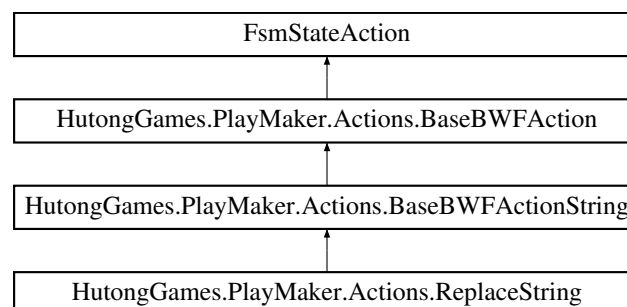
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Random↵
Scaler.cs

5.77 HutongGames.PlayMaker.Actions.ReplaceString Class Reference

Replace-action for strings in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceString:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool **ReplaceInput** = true
Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.77.1 Detailed Description

Replace-action for strings in [PlayMaker](#).

5.77.2 Member Data Documentation

5.77.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceString.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

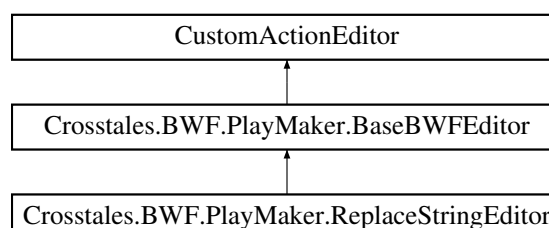
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/PlayMaker/Scripts/ReplaceString.cs

5.78 Crosstales.BWF.PlayMaker.ReplaceStringEditor Class Reference

Custom editor for the ReplaceString-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceStringEditor:



Additional Inherited Members

5.78.1 Detailed Description

Custom editor for the ReplaceString-action.

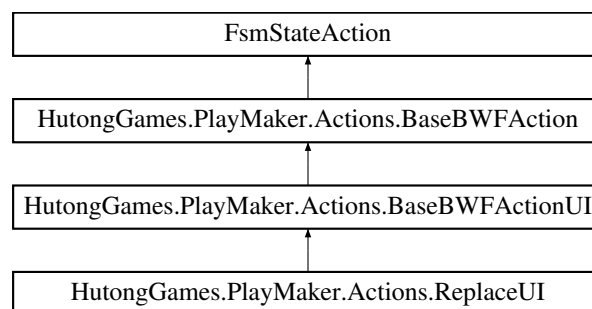
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstailes/BadWordFilter/3rd party/PlayMaker/Editor/ReplaceStringEditor.cs

5.79 HutongGames.PlayMaker.Actions.ReplaceUI Class Reference

Replace-action for UI-elements in [PlayMaker](#).

Inheritance diagram for HutongGames.PlayMaker.Actions.ReplaceUI:



Public Member Functions

- override void **OnEnter** ()
- override void **OnUpdate** ()

Public Attributes

- FsmBool [ReplaceInput](#) = true
Replace the input text with the replaced string (default: true).

Additional Inherited Members

5.79.1 Detailed Description

Replace-action for UI-elements in [PlayMaker](#).

5.79.2 Member Data Documentation

5.79.2.1 ReplaceInput

```
FsmBool HutongGames.PlayMaker.Actions.ReplaceUI.ReplaceInput = true
```

Replace the input text with the replaced string (default: true).

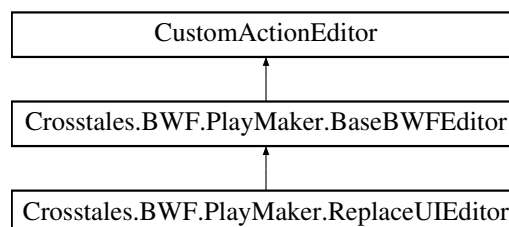
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔
PlayMaker/Scripts/ReplaceUI.cs

5.80 Crosstales.BWF.PlayMaker.ReplaceUIEditor Class Reference

Custom editor for the ReplaceUI-action.

Inheritance diagram for Crosstales.BWF.PlayMaker.ReplaceUIEditor:



Additional Inherited Members

5.80.1 Detailed Description

Custom editor for the ReplaceUI-action.

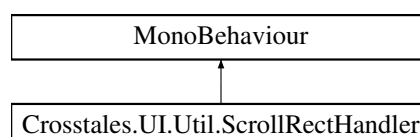
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/3rd party/↔
PlayMaker/Editor/ReplaceUIEditor.cs

5.81 Crosstales.UI.Util.ScrollRectHandler Class Reference

Changes the sensitivity of ScrollRects under various platforms.

Inheritance diagram for Crosstales.UI.Util.ScrollRectHandler:



Public Member Functions

- void **Start** ()

Public Attributes

- ScrollRect **Scroll**
- float **WindowsSensitivity** = 35f
- float **MacSensitivity** = 25f

5.81.1 Detailed Description

Changes the sensitivity of ScrollRects under various platforms.

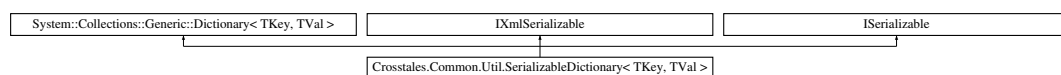
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/↔ Util/ScrollRectHandler.cs

5.82 Crosstales.Common.Util.SerializableDictionary< TKey, TVal > Class Template Reference

Serializable Dictionary-class for XML.

Inheritance diagram for Crosstales.Common.Util.SerializableDictionary< TKey, TVal >:



Public Member Functions

- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary)
- **SerializableDictionary** (System.Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity)
- **SerializableDictionary** (System.Collections.Generic.IDictionary< TKey, TVal > dictionary, System.↔ Collections.Generic.IEqualityComparer< TKey > comparer)
- **SerializableDictionary** (int capacity, System.Collections.Generic.IEqualityComparer< TKey > comparer)

Protected Member Functions

- **SerializableDictionary** (System.Runtime.Serialization.SerializationInfo info, System.Runtime.Serialization.↔ StreamingContext context)

5.82.1 Detailed Description

Serializable Dictionary-class for XML.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/SerializableDictionary.cs

5.83 Crosstales.Common.Util.SerializeDeSerialize Class Reference

Serialize and deserialize objects to/from binary files.

Static Public Member Functions

- static void [SerializeToFile< T >](#) (T obj, string filename)
Serialize an object to a byte-array.
- static byte[] [SerializeToByteArray< T >](#) (T obj)
Serialize an object to a byte-array.
- static T [DeserializeFromFile< T >](#) (string filename)
Deserialize a binary-file to an object.
- static T [DeserializeFromByteArray< T >](#) (byte[] data)
Deserialize a byte-array to an object.

5.83.1 Detailed Description

Serialize and deserialize objects to/from binary files.

5.83.2 Member Function Documentation

5.83.2.1 DeserializeFromByteArray< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromByteArray< T > (  
    byte[] data ) [static]
```

Deserialize a byte-array to an object.

Parameters

<i>data</i>	Byte-array of the object
-------------	--------------------------

Returns

Object

5.83.2.2 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.SerializeDeSerialize.DeserializeFromFile< T > (  
    string filename ) [static]
```

Deserialize a binary-file to an object.

Parameters

<i>filename</i>	Binary-file of the object
-----------------	---------------------------

Returns

Object

5.83.2.3 SerializeToByteArray< T >()

```
static byte [] Crosstales.Common.Util.SerializeDeSerialize.SerializeToByteArray< T > (  
    T obj ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Byte-array of the object

5.83.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.SerializeDeSerialize.SerializeToFile< T > (  
    T obj,  
    string filename ) [static]
```

Serialize an object to a byte-array.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	Binary-file for the object

Returns

Byte-array of the object

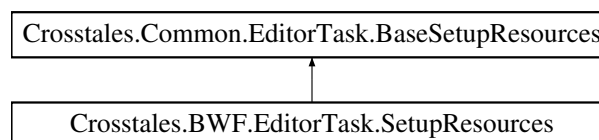
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Serialize↵↵DeSerialize.cs

5.84 Crosstales.BWF.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.BWF.EditorTask.SetupResources:



Additional Inherited Members

5.84.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

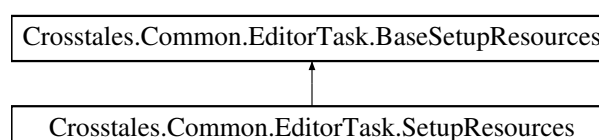
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↵↵Task/SetupResources.cs

5.85 Crosstales.Common.EditorTask.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.Common.EditorTask.SetupResources:



Additional Inherited Members

5.85.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

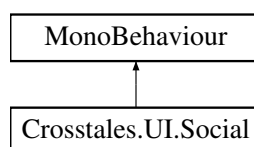
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Editor/Task/SetupResources.cs↔

5.86 Crosstales.UI.Social Class Reference

[Crosstales](#) social media links.

Inheritance diagram for Crosstales.UI.Social:



Public Member Functions

- void **Facebook** ()
- void **Twitter** ()
- void **LinkedIn** ()
- void **Youtube** ()
- void **Discord** ()

5.86.1 Detailed Description

[Crosstales](#) social media links.

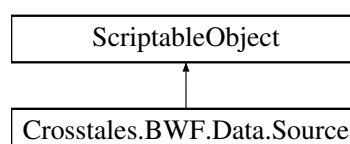
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Social.cs↔

5.87 Crosstales.BWF.Data.Source Class Reference

[Data](#) definition of a source.

Inheritance diagram for Crosstales.BWF.Data.Source:



Public Member Functions

- override string **ToString** ()

Public Attributes

- string **Name** = string.Empty
Name of the source.
- string **Culture** = string.Empty
Culture of the source (ISO 639-1).
- string **Description** = string.Empty
Description for the source (optional).
- Sprite **Icon**
Icon to represent the source (e.g. country flag, optional)
- string **URL** = string.Empty
URL of a text file containing all regular expressions for this source. Add also the protocol-type (' http://', ' file://' etc.).
- TextAsset **Resource**
Text file containing all regular expressions for this source.

5.87.1 Detailed Description

Data definition of a source.

5.87.2 Member Data Documentation

5.87.2.1 Culture

```
string Crosstales.BWF.Data.Source.Culture = string.Empty
```

Culture of the source (ISO 639-1).

5.87.2.2 Description

```
string Crosstales.BWF.Data.Source.Description = string.Empty
```

Description for the source (optional).

5.87.2.3 Icon

```
Sprite Crosstales.BWF.Data.Source.Icon
```

Icon to represent the source (e.g. country flag, optional)

5.87.2.4 Name

```
string Crosstales.BWF.Data.Source.Name = string.Empty
```

Name of the source.

5.87.2.5 Resource

```
TextAsset Crosstales.BWF.Data.Source.Resource
```

Text file containing all regular expressions for this source.

5.87.2.6 URL

```
string Crosstales.BWF.Data.Source.URL = string.Empty
```

URL of a text file containing all regular expressions for this source. Add also the protocol-type (' <http://>', ' <file://>' etc.).

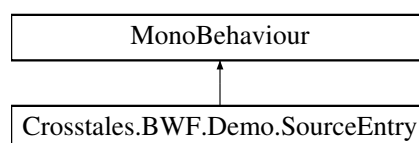
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Scripts/↔
Data/Source.cs

5.88 Crosstales.BWF.Demo.SourceEntry Class Reference

Wrapper for sources.

Inheritance diagram for Crosstales.BWF.Demo.SourceEntry:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Click** ()

Public Attributes

- Text **Text**
- Image **Icon**
- Image **Main**
- [Data.Source](#) **Source**
- [GUIMain](#) **GuiMain**
- Color32 **EnabledColor** = new Color32(0, 255, 0, 192)

5.88.1 Detailed Description

Wrapper for sources.

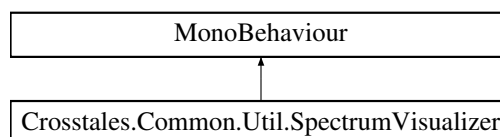
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Demo/↔
Scripts/SourceEntry.cs

5.89 Crosstales.Common.Util.SpectrumVisualizer Class Reference

Simple spectrum visualizer.

Inheritance diagram for Crosstales.Common.Util.SpectrumVisualizer:



Public Member Functions

- void **Start** ()
- void **Update** ()

Public Attributes

- [FFTAnalyzer Analyzer](#)
FFT-analyzer with the spectrum data.
- GameObject [VisualPrefab](#)
summary> Width per prefab.
- float [Width](#) = 0.075f
summary> Gain-power for the frequency.
- float [Gain](#) = 70f
summary> Frequency band from left-to-right (default: true).
- bool [LeftToRight](#) = true
summary> Opacity of the material of the prefab (default: 1).
- float [Opacity](#) = 1f

5.89.1 Detailed Description

Simple spectrum visualizer.

5.89.2 Member Data Documentation

5.89.2.1 Analyzer

[FFTAnalyzer](#) Crosstales.Common.Util.SpectrumVisualizer.Analyzer

FFT-analyzer with the spectrum data.

summary>Prefab for the frequency representation.

5.89.2.2 Gain

float Crosstales.Common.Util.SpectrumVisualizer.Gain = 70f

summary>Frequency band from left-to-right (default: true).

5.89.2.3 LeftToRight

bool Crosstales.Common.Util.SpectrumVisualizer.LeftToRight = true

summary>Opacity of the material of the prefab (default: 1).

5.89.2.4 VisualPrefab

GameObject Crosstales.Common.Util.SpectrumVisualizer.VisualPrefab

summary>Width per prefab.

5.89.2.5 Width

float Crosstales.Common.Util.SpectrumVisualizer.Width = 0.075f

summary>Gain-power for the frequency.

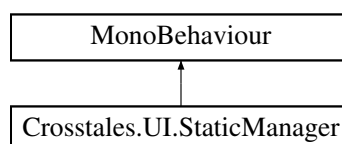
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Spectrum↔ Visualizer.cs

5.90 Crosstales.UI.StaticManager Class Reference

Static Button Manager.

Inheritance diagram for Crosstales.UI.StaticManager:



Public Member Functions

- void **OpenAssetstore** ()

5.90.1 Detailed Description

Static Button Manager.

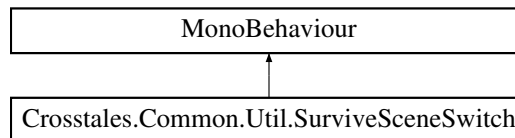
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/Static↔ Manager.cs

5.91 Crosstales.Common.Util.SurviveSceneSwitch Class Reference

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

Inheritance diagram for Crosstales.Common.Util.SurviveSceneSwitch:



Public Member Functions

- void **OnEnable** ()
- void **Start** ()
- void **Update** ()

Public Attributes

- GameObject[] **Survivors**
Objects which have to survive a scene switch.
- bool **DontDestroy** = true
Don't destroy gameobject during scene switches (default: true).

5.91.1 Detailed Description

Allows any Unity gameobject to survive a scene switch. This is especially useful to keep the music playing while loading a new scene.

5.91.2 Member Data Documentation

5.91.2.1 DontDestroy

```
bool Crosstales.Common.Util.SurviveSceneSwitch.DontDestroy = true
```

Don't destroy gameobject during scene switches (default: true).

5.91.2.2 Survivors

`GameObject [] Crosstales.Common.Util.SurviveSceneSwitch.Survivors`

Objects which have to survive a scene switch.

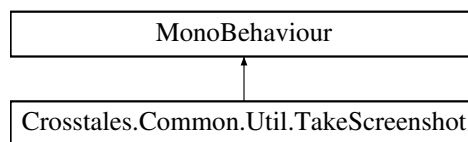
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/SurviveSceneSwitch.cs`

5.92 Crosstales.Common.Util.TakeScreenshot Class Reference

Take screen shots inside an application.

Inheritance diagram for `Crosstales.Common.Util.TakeScreenshot`:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **Capture** ()
Capture the screen.
- void **Start** ()

Public Attributes

- string **Prefix** = "CT_Screenshot"
Prefix for the generate file names.
- int **Scale** = 1
summary>Key-press to capture the screen (default: F8).
- KeyCode **KeyCode** = KeyCode.F8
summary>Show file location (default: true).
- bool **ShowFileLocation** = true

5.92.1 Detailed Description

Take screen shots inside an application.

5.92.2 Member Function Documentation

5.92.2.1 Capture()

```
void Crosstales.Common.Util.TakeScreenshot.Capture ( )
```

Capture the screen.

5.92.3 Member Data Documentation

5.92.3.1 KeyCode

```
KeyCode Crosstales.Common.Util.TakeScreenshot.KeyCode = KeyCode.F8
```

summary>Show file location (default: true).

5.92.3.2 Prefix

```
string Crosstales.Common.Util.TakeScreenshot.Prefix = "CT_Screenshot"
```

Prefix for the generate file names.

summary>Factor by which to increase resolution (default: 1).

5.92.3.3 Scale

```
int Crosstales.Common.Util.TakeScreenshot.Scale = 1
```

summary>Key-press to capture the screen (default: F8).

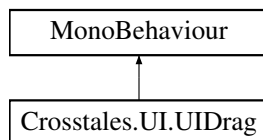
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Tool/TakeScreenshot.cs↵

5.93 Crosstales.UI.UIDrag Class Reference

Allow to Drag the Windows around.

Inheritance diagram for Crosstales.UI.UIDrag:



Public Member Functions

- void **Start** ()
- void **OnDrag** ()

5.93.1 Detailed Description

Allow to Drag the Windows around.

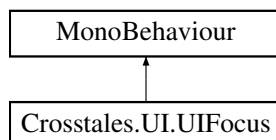
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↔
Drag.cs

5.94 Crosstales.UI.UIFocus Class Reference

Change the Focus on from a Window.

Inheritance diagram for Crosstales.UI.UIFocus:



Public Member Functions

- void **Start** ()
- void **OnPanelEnter** ()
Panel entered.

Public Attributes

- string **ManagerName** = "Canvas"
Name of the gameobject containing the [UIWindowManager](#).

5.94.1 Detailed Description

Change the Focus on from a Window.

5.94.2 Member Function Documentation

5.94.2.1 OnPanelEnter()

```
void Crosstales.UI.UIFocus.OnPanelEnter ( )
```

Panel entered.

5.94.3 Member Data Documentation

5.94.3.1 ManagerName

```
string Crosstales.UI.UIFocus.ManagerName = "Canvas"
```

Name of the gameobject containing the [UIWindowManager](#).

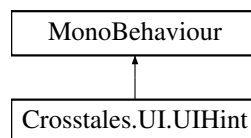
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIFocus.cs

5.95 Crosstales.UI.UIHint Class Reference

Controls a [UI](#) group (hint).

Inheritance diagram for Crosstales.UI.UIHint:



Public Member Functions

- void **Start** ()
- void **FadeUp** ()
- void **FadeDown** ()

Public Attributes

- CanvasGroup [Group](#)
Group to fade.
- float [Delay](#) = 2f
Delay in seconds before fading (default: 2).
- float [FadeTime](#) = 2f
Fade time in seconds (default: 2).
- bool [Disable](#) = true
Disable [UI](#) element after the fade (default: true).
- bool [FadeAtStart](#) = true
Fade at Start (default: true).

5.95.1 Detailed Description

Controls a [UI](#) group (hint).

5.95.2 Member Data Documentation

5.95.2.1 Delay

```
float Crosstales.UI.UIHint.Delay = 2f
```

Delay in seconds before fading (default: 2).

5.95.2.2 Disable

```
bool Crosstales.UI.UIHint.Disable = true
```

Disable [UI](#) element after the fade (default: true).

5.95.2.3 FadeAtStart

```
bool Crosstales.UI.UIHint.FadeAtStart = true
```

Fade at Start (default: true).

5.95.2.4 FadeTime

```
float Crosstales.UI.UIHint.FadeTime = 2f
```

Fade time in seconds (default: 2).

5.95.2.5 Group

```
CanvasGroup Crosstales.UI.UIHint.Group
```

Group to fade.

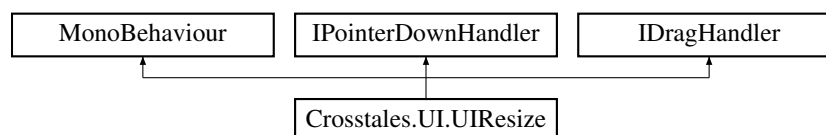
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UIHint.cs

5.96 Crosstales.UI.UIResize Class Reference

Resize a [UI](#) element.

Inheritance diagram for Crosstales.UI.UIResize:



Public Member Functions

- void **Awake** ()
- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **MinSize** = new Vector2(300, 160)
Minimum size of the [UI](#) element.
- Vector2 **MaxSize** = new Vector2(800, 600)
Maximum size of the [UI](#) element.

5.96.1 Detailed Description

Resize a [UI](#) element.

5.96.2 Member Data Documentation

5.96.2.1 MaxSize

```
Vector2 Crosstales.UI.UIResize.MaxSize = new Vector2(800, 600)
```

Maximum size of the [UI](#) element.

5.96.2.2 MinSize

```
Vector2 Crosstales.UI.UIResize.MinSize = new Vector2(300, 160)
```

Minimum size of the [UI](#) element.

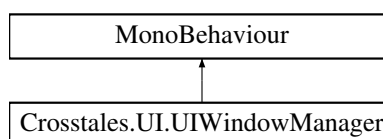
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↵
Resize.cs

5.97 Crosstales.UI.UIWindowManager Class Reference

Change the state of all Window panels.

Inheritance diagram for Crosstales.UI.UIWindowManager:



Public Member Functions

- void **Start** ()
- void [ChangeState](#) (GameObject active)

Change the state of all windows.

Public Attributes

- GameObject[] [Windows](#)

All Windows of the scene.

5.97.1 Detailed Description

Change the state of all Window panels.

5.97.2 Member Function Documentation

5.97.2.1 ChangeState()

```
void Crosstales.UI.UIWindowManager.ChangeState (
    GameObject active )
```

Change the state of all windows.

Parameters

<i>active</i>	Active window.
---------------	----------------

5.97.3 Member Data Documentation

5.97.3.1 Windows

```
GameObject [ ] Crosstales.UI.UIWindowManager.Windows
```

All Windows of the scene.

The documentation for this class was generated from the following file:

- D:/slauberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/UI↵
WindowManager.cs

5.98 Crosstales.BWF.EditorTask.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.98.1 Detailed Description

Checks for updates of the asset.

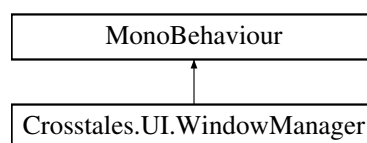
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/BadWordFilter/Editor/↔ Task/UpdateCheck.cs

5.99 Crosstales.UI.WindowManager Class Reference

Manager for a Window.

Inheritance diagram for Crosstales.UI.WindowManager:



Public Member Functions

- void **Start** ()
- void **Update** ()
- void **ClosePanel** ()

Public Attributes

- float **Speed** = 3f
Window movement speed (default: 3).
- GameObject[] **Dependencies**
Dependent GameObjects (active == open).

5.99.1 Detailed Description

Manager for a Window.

5.99.2 Member Data Documentation

5.99.2.1 Dependencies

`GameObject [] Crosstales.UI.WindowManager.Dependencies`

Dependent GameObjects (active == open).

5.99.2.2 Speed

`float Crosstales.UI.WindowManager.Speed = 3f`

Window movement speed (default: 3).

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/UI/Scripts/WindowManager.cs`

5.100 Crosstales.Common.Util.XmlHelper Class Reference

Helper-class for XML.

Static Public Member Functions

- static void `SerializeToFile< T >` (T obj, string filename)
Serialize an object to an XML-file.
- static T `DeserializeFromFile< T >` (string filename, bool skipBOM=false)
Deserialize a XML-file to an object.
- static string `SerializeToString< T >` (T obj)
Serialize an object to an XML-string.
- static T `DeserializeFromString< T >` (string xmlAsString, bool skipBOM=true)
Deserialize a XML-string to an object.
- static T `DeserializeFromResource< T >` (string resourceName, bool skipBOM=true)
Deserialize a Unity XML resource (TextAsset) to an object.

5.100.1 Detailed Description

Helper-class for XML.

5.100.2 Member Function Documentation

5.100.2.1 DeserializeFromFile< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromFile< T > (
    string filename,
    bool skipBOM = false ) [static]
```

Deserialize a XML-file to an object.

Parameters

<i>filename</i>	XML-file of the object
<i>skipBOM</i>	Skip BOM (optional, default: false)

Returns

Object

5.100.2.2 DeserializeFromResource< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromResource< T > (  
    string resourceName,  
    bool skipBOM = true ) [static]
```

Deserialize a Unity XML resource (TextAsset) to an object.

Parameters

<i>resourceName</i>	Name of the resource
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.100.2.3 DeserializeFromString< T >()

```
static T Crosstales.Common.Util.XmlHelper.DeserializeFromString< T > (  
    string xmlAsString,  
    bool skipBOM = true ) [static]
```

Deserialize a XML-string to an object.

Parameters

<i>xmlAsString</i>	XML of the object
<i>skipBOM</i>	Skip BOM (optional, default: true)

Returns

Object

5.100.2.4 SerializeToFile< T >()

```
static void Crosstales.Common.Util.XmlHelper.SerializeToFile< T > (
    T obj,
    string filename ) [static]
```

Serialize an object to an XML-file.

Parameters

<i>obj</i>	Object to serialize.
<i>filename</i>	File name of the XML.

5.100.2.5 SerializeToString< T >()

```
static string Crosstales.Common.Util.XmlHelper.SerializeToString< T > (
    T obj ) [static]
```

Serialize an object to an XML-string.

Parameters

<i>obj</i>	Object to serialize.
------------	----------------------

Returns

Object as XML-stringValid path

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/BWFPro/BWF_3rd_party/Assets/Plugins/crosstales/Common/Scripts/Util/Xml↵
Helper.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/badwordfilter/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/bad-word-filter-pro-solution-against-profanity-and-obsc-289960/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/badwordfilter/BadWordFilter-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Demo

6.6.1 WebGL

<http://goo.gl/9WdQjx>

6.7 Videos

<https://www.youtube.com/c/Crosstales>

6.7.1 Promotion

<https://youtu.be/pXICeRKaRPM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

6.7.2 Tutorial

<https://youtu.be/W8FxF1IObWM?list=PLgtonIO6Tb41XTMeeZ836tjHlKg0084S>

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